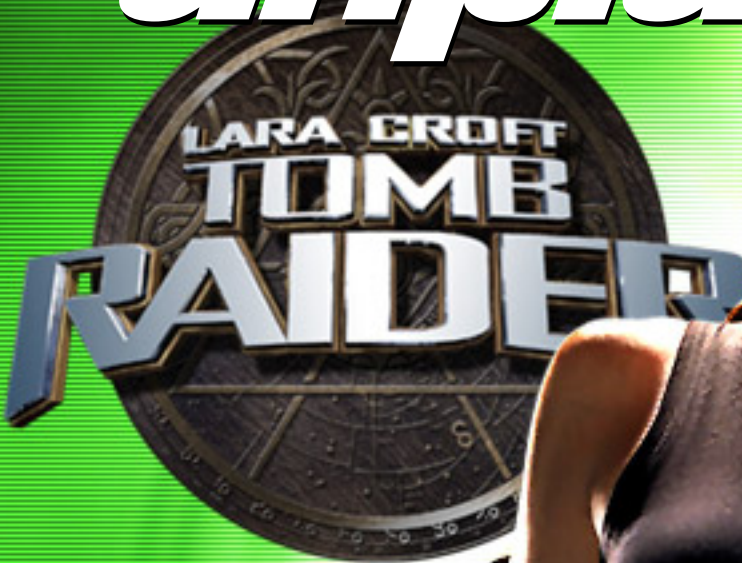


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**PLUS ::**GBA Tony Hawk 2
& DC Floigan Bros.

Letter from the Editor ::

Hidy-ho, and welcome to the third issue of IGN Unplugged. It's finally done and ready for your perusal.

You may notice that this month's format is a little different from the previous two issues. Not only did we make the design a bit prettier, but we also figured out a better compression scheme that reduced the file size of the .pdf, making the overall mag easier to download, especially for those of you not fortunate enough to have broadband.

We hope you enjoy this month's issue.

— *the fine folks at IGN*

COVER STORY ::

Angelina Jolie unveils what it takes to render a game goddess onto the silver screen.



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Email of the Month

IM FIVE YEARS OLD, I LOVE YOUR SHOW AND IVE BEEN WATCHING IT SINCE I WAS THREE, IM UPSET IT NOT ON AS MUCH!!WHY ARE THERE NEW PEOPLE PLAYING THE ROLES OF THE POWER RANGERS? BYE YOUR FAN -
jordan

GameCube :: Sonic Smash?

I heard a rumor that Sega and Nintendo were in negotiations to put some of Sega's characters (mainly from the sonic games) in Super Smash Bros. Melee. Is there any truth to this?

Fran responds: *No, having gone hands on with SSB melee it's clearly capitalizing on Nintendo's archive of game characters. If Nintendo wanted to use Sonic or other characters they'd have to bother with licensing, and it doesn't seem like that is the case. Still, it appears that there's going to be a ton of secret characters this time around. You won't be disappointed.*

Cube Me!

Now that E3 is over, do you guys have GameCubes yet to start previews?

Fran responds: *I wish that were the case. Unfortunately Nintendo is very protective of launch hardware, and we'll probably have to trek all the way to Japan on September 14th to get our hands on one.*

RPG4ME

Are we ever gonna see some RPG's on GameCube to rival PS2!?!?

Fran responds: *it's hard to rival stuff like Final Fantasy X, but we know that Camelot is working on a full-fledged RPG for GameCube, and they are famous for their work on Shining*

Force. Also, Retro Studios is working on Raven Blade which has a lot of RPG elements. It's a wait and see thing, but GameCube definitely has RPGs on the way.

PlayStation 2 :: The Ninja Remains Hidden

Please answer this one question: is Ninja Gaiden still coming out on PS2 before the end of the year? I haven't seen an update on it in a year and some months.

Reverend Smith responds: *You haven't seen an update because there's absolutely nothing to say. Team Ninja is still working on some kind of PS2 Ninja Gaiden project, but the current line (subject to change in the interim) is that it's not coming out until well into 2002. Start asking questions about the game in about a year, then.*

Para Para No Here-a

I noticed that Para Para Paradise is put on your PS2 release schedule for sometime this year. Is this actually true?

Reverend Smith responds: *The person responsible for Para Para winding up on the US PlayStation 2 release schedule has been sacked. It does not have a chance in hell of coming out in this country, and your only recourse is to import the game and controller.*

Killer Instink

There seems to be a member of the

IGN staff that clearly has something wrong with himself. I just read the review on the new cool boarder game for PlayStation 2, and while reading I came across a sentence where the author started dissing one of the all time greatest games of KILLER INSTINCT. This moron clearly doesn't understand what makes a game good. Please let me know if I'm the only one that ever held respect for this truly awesome game.

- **big johnson**

Douglass C. Perry responds: *I really don't know where to begin, because while there are many things wrong with me -- I'm losing my hair, I say far too many mom jokes, and I'm psychotic -- the only thing that isn't wrong for me is my hate-hate affair with the pathetic Killer Instinct series. The most decadent game to boast memorized button combinations is also the one that requires the least amount of skill. Now if you love that game, that's your business. If Killer Instinct provides you with wonderful memories, that's fine, too, but don't go saying that it's one of the greatest games of all times. Killer Instinct is one of the most over-rated, skill-less, over-indulgent, and shallow games ever. I'm glad that both Nintendo and Rare had the smarts to discontinue its hapless existence.*

Dreamcast ::

Life After Dreamcast?

I've heard some people say that "You're either a DC or a PS (the two ►

main religions in gaming theology) person" stuff, but I don't know. I like the idea of console "peace" but I don't have the income to have all 3 next-generation consoles.

So what I'm getting at is: What system do you think most DC owners will get next. I'm really starting to look into a PS2, but I know that if it turns out the PS2 goes the way of the Dreamcast, I'll be really mad. GameCube, I dunno, I've owned a N64, and wasn't thrilled with the lineup of games (except for Zelda-the best game ever). Xbox I gave thought too, but I'm not too comfortable with the idea of a computer company making a console, I never play games on my computer.

So what system do you guys think is gonna be in most ex-DC gamers living rooms? Just curious. - **Dave**

Anthony responds: Console peace!?! Then what would all those Usenet console flammers do?

Well, I have yet to buy a next generation system, and despite the myth that video game editors get every video game item for free, I actually buy nearly everything. So, what's going to be my next purchase, being the Dreamcast fanatic I am? It's going to be... The Game Boy Advance! How 'bout that for a copout?!

In all seriousness, I've done a few polls on our website and the prevailing opinion is that most Dreamcast owners are looking forward to the GameCube. That doesn't surprise me since I believe those SEGA fans that have stuck it around since the Master System days respect the big "N" more than Sony or Microsoft. But, those who haven't been around that long, they're probably looking at what's the latest and cheapest... and when Xbox and GameCube launch in November, don't be surprised if Sony makes a price

cut on the PS2... and that will be really attractive.

To Sell or Not to Sell

I got my DC for Christmas this year and saved up and bought a PS2. Now that I have PS2 I don't play DC as much and it doesn't look like there are many good titles out for it. I am thinking about selling my DC but the best offer I got was \$50. I can't decide what to do so that's why I am asking. If you think I shouldn't sell it at least give me some good games that I should buy!!!! Help me IGN you are my only hope. - **Smako103**

Anthony responds: Ah, another of the disenchanted Dreamcasters on the verge of converting to the darkside! Smako, you are nearly beyond my help. The fact that you're thinking about selling off your Dreamcast for \$50 is a huge sign. Sure, the Dreamcast may not have any new games after next year, but the crop of games that are coming will definitely be worth waiting. You have the sequel to Shenmue, you have the upcoming SEGA Sports games, Floigan Brothers, Phantasy Star Online Version 2, Crazy Taxi 2, Sonic Adventure 2... if none of those games interest you at all, then you are certainly beyond my help.

PC ::

Golden Revelation

What exactly does "gone gold" mean? Ready to ship? Sold 100,000 units? Or something else completely? - **Viz**

Dan responds: You're pretty close actually. When you hear that a game has gone gold that means that the development crew has finished the product and sent it off for duplication. so the announcement is meant to let you know that the game should be hitting shelves in the near weeks following the announcement.

Jedi Knight 2: Electric Boogaloo?

Anyone remember the game "Star Wars: Dark Forces." Now, I seem to

remember that the game "Jedi Knight" was called "Dark Forces 2: Jedi Knight." So doesn't that mean that the new Jedi Knight game should be called "Star Wars: Dark Forces 3: Jedi Knight 2." Am I right, or shall I just go and shoot myself for bringing this up? - **The Ninja Don**

Dan responds: Damn good point. Your question actually sparked a fight between our own Steve Butts and Tal Blevins over the subject which spread to their old feud about cross breeding between Wookies and Twi'leks. The answer really is that it would sound really stupid with a title like that and LucasArts would never want to look stupid...

ForMen / Music Gear :: CDs Vs. Vinyl

I read the article about the DJing on CDs and stuff. I'm like an audioholic of dance, trance and techno and people call me DJ Nova. My question is, how easy is CD missing? Can you scratch on the CD mixer? If so, I would like to change to CD mixing cause vinyl songs are like 20 bucks here. I would send you my mix, but since I'm in Australia and you're in the USA, it's too far for mail.

- **DJ Nova**

Adam responds: I wouldn't say that CD mixing was necessarily easier than vinyl mixing, but it does offer you more options. since it's digital, you can do looping change cue points, etc. As for scratching, that's debatable. American DJ makes a CDJ player called Pro-Scratch 1 and it has a scratch feature that's pretty convincing. However, you're not going to get the kind of scratch variety out of it that you could with a turntable. Also, most dance music is release on vinyl and never makes it to CD. Things to think about.

eJay Vs. Mixman

Enjoyed your article on the eJay, but I wondered how this compared to a product called the Mixman Studio. The functionality seemed to be the

same for both, but the price point is drastically different (Mixman Studio costs \$89!). I wondered if you were familiar with the product, and if so, which one you'd endorse?

- **Geoffrey Daniel**

Adam responds: *I think it comes down to this: which one comes with better sounds? eJay is cheaper, but you're stuck with the sounds they provide. Mixman uses samples from existing artists' work. Cool, yes, but it's more of a remix tool than a straight song creation program. I'm leaning more towards the eJay myself, but it really depends on what you want to do.*

FilmForce ::

Potter Parts?

Can you get me a part in the Harry Potter movies? - **Alex (age 12)**

Brian L. responds: *Well, Alex, that's a tough one. As much as we'd like to make all the casting decisions on the Harry Potter films, we don't. We're just fans like you, except we get paid to write about the movies and you don't. The Harry Potter production isn't ready to start casting for the next film just yet. If you're serious, I'd suggest getting yourself a headshot and staying glued to IGN FilmForce for news of casting calls for the next film. Then there's that whole issue of being in London, where the films are shooting. Cheers!*

Holy Productions, Batman!

Dudes, what's the deal with Batman 5? Will it ever get made? - **Chris**

Brian L. responds: *Chris, it certainly looks like another Batman movie will be made by Warner Bros. some time this century. In fact, it looks like several more Batman movies will be made, it's just that nobody knows when, and WB seems to be taking their sweet time. The next big Batman film will probably be Batman: Year One by Darren Aronofsky (Pi, Requiem for a Dream) and Frank*

Miller. But then there's a live-action Batman Beyond film in development by Boaz Yakin and Paul Dini. And don't forget the newly announced Catwoman film with Ashley Judd as the star. So just which bat-film will get made first? Your guess is as good as ours. We just hope one of them gets rolling soon!

DVD ::

Reader Mail

your stupid - **Anonymous**

DVD responds: *This is a great reader email. First of all, the correct usage of the term is "you're", unless you're referring to a "stupid" I own. Either way, I appreciate the letter and hope my wife will be able to take this news without strain.*

Farscape Going South?

I am loving the episodes of "Farscape" being released on DVD. I was just wondering whether you have any information about whether the DVDs will continue to be released indefinitely once a month with 2 eps on each, until eventually all the eps are put out, or if (please no!) they stop at a certain point. If they continue, I hope they don't louse it up like what happened with "South Park," where they started releasing every episode in order and then went to "Best of." Now, of course, I would love it even more if they released full season boxed sets, but if they're gonna keep doing it the way they are, I hope they continue to do it complete (and in order!). If you have any information, I'd be really interested to find out.

DVD responds: *Personally I hope they don't change a thing. This way seems cheaper for all of us and allows us to salivate only a little for the next disc. Plus, if they stop having a commentary track for each episode I will enter a shopping mall armed only with a frozen trout and wreak havoc.*

Sci-Fi ::

Wolverine's Origin

I have to agree with you. When I first learned about the origin I was a little

concerned. The worst case scenario is they totally ruin the character with a vanilla story. Then they have to figure out a way to undue it with a lame dream/implant story.

Best case scenario is they write an awesome story that keeps you riveted for six issues... and then what? They've blown the whole load in one shot... so to speak. Wolverine is one of the more complex and mysterious characters. Giving him an origin will, more than likely, put him on a level with most other characters. Better to just leave well enough alone, or try out an alternate origin as you suggested.

But I have a feeling the "Powers That Be" are in such a hurry to make a buck that they will prostitute one of their best characters. Plus I have a feeling that this may tie into the X-Men sequel. Kinda convenient that they decide to cook up an origin after the movie was such a hit and Jackman seemed to go over huge.

Just my thoughts. Keep up the good work! - **Chip**

Tobor responds: *My inside sources at Marvel tell me that Wolverine's origin will be revealed as a French circus clown named Maurice the Melancholy Mile, to be written and illustrated by Todd "Scary Clowns!" McFarlane. ■*

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Dreamcast :: UFC Tapout Canceled

We had a feeling this was going to happen, but even as prepared as we are nothing strings quite more than an anticipated Dreamcast title getting canned. To this latest list that includes *Legacy of Kain: Soul Reaver 2*, *Armada 2*, and many others, *UFC: Tapout* will no longer be coming to the Dreamcast. The reason? The same reason why every other DC game has been canceled; ever since SEGA's announcement of their new third party business strategy, third party companies have been re-evaluating their DC line-up to see if it's "viable" for this year. With retailers pulling back on the supply of DC games, Crave believes they should concentrate their efforts on the Xbox version.



GameCube :: Zelda Advances

Reports from sources close to Nintendo are alleging that Nintendo's forthcoming Zelda title has been progressing steadily to a point where it's much more polished and ready to show than the company is letting on. Designer Shigeru Miyamoto and EAD have apparently been working on the game secretly since Nintendo first unveiled footage of it at Space World 2000. The game is expected to show in full at the coming Space World event, which is scheduled for August in Tokyo, Japan.

Dreamcast ::

Next Up for Bleemcast: Metal Gear Solid

Head on over to the official Bleem! for DC website (bleemcast.com) and they hint at the next Bleemcast project. Yes, DC fans will get the intense tactical/espionage/action they've been waiting for in *Metal Gear Solid*. No release date has yet to be released, but we're pretty sure that the gung-ho guys at Bleem! won't make this one too long of a wait. Stay tuned for more.



GameCube :: Nintendo and Sega Team Up

At E3 2001 Nintendo finally unveiled its GameCube software lineup, and third-party Sega was a major contributor with such games as *Super Monkey Ball* and *Phantasy Star Online Version 2*. The latter offering came as a surprise, particularly because Nintendo has yet to announce its online plans for GameCube. That news is expected to come at the company's annual Space World show this August, and insiders allege that Sega will be on-hand to co-announce a strategic online partnership between the two companies. Nintendo itself recently admitted that it was in negotiations with Sega, but would offer no specifics.

PC :: Interplay Up for Sale?

At the end of May, Interplay, publishers of *Giants*, *Fallout Tactics*, and the *Baldur's Gate* series, issued a statement saying they're in discussions with a third-party regarding acquisition of the company. Suspicion is leaning toward Microsoft as the possible buyer, since the boys from Redmond, Washington, loaned Interplay \$5 million to make *Matrix* games for the Xbox only for the first 6 months the game will be out. That and the fact that Microsoft has been buying up other game companies faster than the French.



GBA ::
Nintendo's Pokémon Crystal Package

Nintendo has announced that it will begin selling a Pokémon Crystal system bundle when the game is ready to ship on July 30th. The package will contain a copy of Pokémon Crystal (the latest edition in the Pokémon RPG saga) as well as a Kiwi colored Game Boy Color system. The bundle will be specially priced at \$79.99.


GBA :: 3DO's Launch Title Delay

Though the company announced two games for launch with the Game Boy Advance on June 11th, 3DO has informed us that one of the titles, High Heat Baseball 2002, won't be ready to ship on time for the system's debut. The game's release has been pushed back until at least August. 3DO's other title, Army Men Advance, is still scheduled to ship on June 11th.

PC :: ION Rumors Rebuffed

Rumors started circulating last month that ION Storm would be closing down their Dallas office and canceling Anachronox. But like most rumors, this one isn't true either. A spokesperson for Eidos, the company that owns ION Storm, said, "The rumors of the Dallas studio closing tomorrow are untrue... and the Anachronox team is still working hard on finishing up Anachronox." Although they offered no firm release date for the project, Eidos denied the rumor that Anachronox had gone gold and was being duplicated.


ForMen Music :: Orbital Goes DVD

The US release of the new Orbital record *The Altogether* will feature a DVD with 5.1 mixes.

The *Altogether*, the sixth studio album from Orbital, will be released in the US late in August or early September. There are a lot of reasons to be excited about this album, but the one we're most concerned with today is the DVD that will

ForMen Music :: Fruityloops 3 Ships

Image-Line's cool program gets beefed up for its Cakewalk-distributed third version.

If you make music on your PC, chances are you've heard of Fruityloops. It's a great music-making tool that combines sound generation, loop arrangement, and other functions into a very nice (and affordable) little package. For the third rev of Fruityloops, developer Image-Line has hooked up with music software giant Cakewalk and added a number of new features.

The first thing you'll notice in Fruity loops 3 is the new graphical interface. It's also got support for DXi soft synths, DirectX effects, and is now Windows 2000 compatible.

You want more? OK, how about an integrated TS-404 bassline generator, a virtual keyboard, an integrated Sample Browser, and a copy of the Dreamstation DXi synth? Throw in a library of samples and loops, and you've got a great product for not a lot of money.

Speaking of not a lot of money, Fruityloops 3 has a list price of only \$139. It's now available in retail shops everywhere.

accompany the album.

While not much is known about this DVD project, it is known that a number of the songs on *The Altogether* have been mixed in the 5.1 format specifically for the DVD. In addition, the DVD will feature a 17-minute version of the album's 10-minute closer, "Meltdown." A full 5.1 mix of Orbital is a promising thing – if ever there were a band cinematic enough to deserve that kind of presentation, it's Orbital.

Fans will know that *The Altogether* was released in England last month. But if you want the DVD, you'll have to wait until the end of summer. Bummer.

Until then, here's a list of the tracks on the album:

"Tension"
 "Funny Break (One's Enough)"
 "Oil!"
 "Pay Per View"
 "Tootled"
 "Last Thing"
 "Doctor?"
 "Shadows"
 "Waving Not Drowning"
 "Illuminate" • "Meltdown"

cover of *The Altogether*



Yes, "Doctor?" is their version of the "Doctor Who Theme." And yes, it rocks. ■



We've Got Your Back

Pissed off because you didn't get to the store in time to grab the latest version of *Animals Unleashed: The Monkey Man Cometh?* Fear not! Just head over to the [IGN GameStore](#) and pick up a copy now!

PC Games ::

TITLE	GENRE	PUBLISHER	DATE
Deep Sea Fishing II	Sports	Interplay	06/04
Gangsters 2	Strategy	Eidos	06/05
Baldur's Gate II: Throne of Bhaal	RPG	Interplay	06/05
World War II Online	Online	Strategy First	06/05
Star Trek: Dominion Wars	Strategy	Simon & Schuster	06/07
911: Fire & Rescue	Action	Wizard Works	06/11
Emperor: Battle for Dune	Strategy	Electronic Arts	06/12
Hot Wired	Action	Xicat	06/12
Half-Life: Blue Shift	Action	Sierra Studios	06/12
Antaeus Rising	Strategy	Interplay	06/14
Steel Soldiers	Strategy	EON Digital Entertainment	06/15
Arthur's Knights: Tales of Chivalry	Adventure	DreamCatcher	06/15
Legends of Might and Magic	Action	3DO	06/17
Battlecruiser Millennium	Strategy	Take 2 Interactive	06/18
Startopia	Strategy	Eidos	06/19
Jekyll & Hyde	Adventure	DreamCatcher	06/25
Empire of the Ants	Strategy	Strategy First	06/26
Shogun: Total War - Warlord Edition	Strategy	Electronic Arts	06/26
Alone in the Dark: The New Nightmare	Adventure	Infogrames	06/26
Anachronox	RPG	Eidos Interactive	06/26
Anarchy Online	Online	Funcom	06/27
Diablo II: Exp Set: Lord of Destruction	RPG	Blizzard	06/28
Starfleet Command: Orion Pirates	Strategy	Interplay	06/30

Dreamcast ::

Worms World Party	Action	Titus	06/04
Stupid Invaders	Action	UbiSoft	06/13
Sports Jam	Sports	Agetec	06/16
Sonic Adventure 2	Action	Sega	06/19
Soldier of Fortune	Action	Crave	06/19
Exhibition of Speed	Racing	Titus	06/22
Alone in the Dark: The New Nightmare	Adventure	Infogrames	06/27

PlayStation ::

Who Wants To Be A Millionaire 3rd Edition	Puzzle	SCEA	06/05
Dracula - The Resurrection	Adventure	DreamCatcher	06/05
Time Crisis: Project Titan	Shooter	Namco	06/12
Disney's Atlantis: The Lost Empire	Action	SCEA	06/12
Inspector Gadget	Action	UbiSoft	06/13
Roswell Conspiracies: Aliens, Myths...	Action	Redstorm/UbiSoft	06/13
WDL: WarJetz	Shooter	3DO	06/19
Motocross mania	Racing	Take 2 Interactive	06/20
Alone in the Dark: The New Nightmare	Adventure	Infogrames	06/27

unplugged :: release dates
PlayStation 2 ::

TITLE	GENRE	PUBLISHER	DATE
Fur Fighters: Viggo's Revenge	Action	Acclaim	06/04
MX 2002 featuring Ricky Carmichael	Racing	THQ	06/12
Soccer America - International Cup	Sports	Bam!	06/13
NASCAR Heat 2001	Rcng	Infogrames	06/19
WDL: WarJetz	Shooter	3DO	06/19
Twisted Metal: Black	Car-Combat	SCEA	06/19
Motor Mayhem	Car-Combat	Infogrames	06/19
Escapee from Monkey Island	Adventure	LucasArts	06/19
NBA Street	Sports	EA	06/26
Ultimate SkySurfer	Action	Crave	06/26
Bloody Roar 3	Fighting	Activision	06/26
Dark Angel: Vampire Apocalypse	RPG	Metro 3D	06/26

Game Boy Color ::

Disney's Atlantis: The Lost Empire	Action	THQ	06/07
Return of the Ninja	Action	Natsume	06/07
MATCHBOX: Emergency Patrol	Action	THQ	06/07
Ultimate Surfing	Sports	Natsume	06/11
Razor Freestyle Scooter	Sports	Crave	06/19
Sesame Street Sports	Sports	New Kidco	06/20
Max Steel	Action	Mattel	06/20
Hercules	Action	Titus	06/21
Xena	Action	Titus	06/21

Game Boy Advance ::

Game Boy Advance	System	Nintendo	06/11
Castlevania: Circle Of The Moon	Action	Konami	06/11
GT Advance Championship Racing	Racing	THQ	06/11
Tony Hawk Pro Skater 2	Sports	Activision	06/11
Super Dodge Ball Advance	Sports	ATWs	06/11
F-Zero Maximum Velocity	Racing	Nintendo	06/11
Konami Krazy Racers	Racing	Lonami	06/11
Ready To Rumble Boxing - Round 2	Sports	Midway	06/11
Fire Pro Wrestling	Sports	Bam!	06/11
Iridion 3D	Action	Majesco	06/11
Rayman Advance	Platformer	Ubisoft	06/11
Pinobee: Wings of Adventure	Platformer	Activision	06/11
Chu Chu Rocket!	Puzzle	Sega	06/11
NAMCO Museum	Action	Namco	06/11
Army men: Advance	Action	3DO	06/11
Top Gear GT Championship	Racing	Kemco	06/14
Tweety and the Magic Gems	Puzzle	Kemco	06/14
Bomberman Tournament	Action	Activision	06/21
MegaMan Battle Network	RPG	Capcom	06/26

DVD ::

TITLE	ESRP	DIRECTOR	DATE
Crouching Tiger Hidden Dragon	\$27.96	Ang Lee	06/05
Platoon (Special Edition)	\$24.98	Oliver Stone	06/05
The Graduate	\$29.98	Mike Nichols	06/05
Cast Away	\$29.98	Robert Zemeckis	06/12
O Bother, Where Art Thou?	\$29.99	Ethan Coen / Joel Coen	06/12

DVD (cont.) ::

TITLE	ESRP	DIRECTOR	DATE
The New Stanley Kubrick Collection	\$199.92	Stanley Kubrick	06/12
Farscape 4: PK Tech Girl/ That Old Black Magic	\$24.98	Ian Watson	06/12
2001 - A Space Odyssey (LE Collector's Set)	\$59.98	Stanley Kubrik	06/12
The Pledge	\$24.98	Sean Penn	06/19
Proof of Life	\$24.98	Taylor Hackford	06/19
Unbreakable	\$29.99	M. Night Shyamala	06/26
Dogma (Special Edition)	\$29.95	Kevin Smith	06/26
Dude Where's My Car	\$26.98	Danny Leiner	06/26
Black Adder - The Complete Collector's Set	\$119.98	Various	06/26

In Theaters ::

TITLE	STUDIO	DATE
Evolution	DreamWorks	06/08
Swordfish	Warner Bros.	06/08
Atlantis: The Lost Empire	Buena Vista	06/15
Tomb Raider	Paramount	06/15
Doctor Dolittle 2	Fox	06/22
The Fast and the Furious	Universal	06/22
A.I.	Warner Bros.	06/29
crazy/beautiful	Buena Vista	06/29
Pootie Tang	Paramount	06/29

Little Known Game Boy Advance Facts

With the launch of Game Boy Advance this month, we thought we pass along some little know facts.

Game Boy Color Compatibility (*1)

Yes, we're all aware that the system will be Game Boy Color compatible – meaning that Game Boy Color/Game Boy games will be fully playable on the system by simply putting the cartridge in the slot and turning on the unit. Since the resolution on the Game Boy Advance will be significantly higher than that of the Game Boy Color, GBC games will play in the center of the screen surrounded by a border.

But what you might not have known is that if you power on the Game Boy Advance with a Game Boy Color cartridge and hold down the L shoulder button, the game will expand to fit the entire width and height of the Game Boy Advance screen. The picture will be slightly wider than normal Game Boy Color images, offering an odd distortion effect, but it's nice to know that Nintendo has put this feature into the unit.

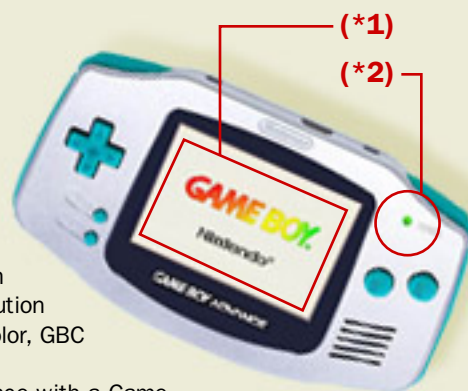
Power Light (*2)

Don't you hate it when you're playing the Game Boy Color and the battery runs out without any warning? Sure, you could be a smart gamer and realize that a dim red LCD means the battery's about to go out, but sometimes even that isn't a very good indication.

The Game Boy Advance will have a much better implementation of a battery power indicator – when you've got enough juice coming out of the AA batteries, the power light will remain green. When the power is dwindling down and you're about to get a shut-down, the power light will turn from green to red. When it's red, you better save your game and pop in a fresh set of copper tops.

Want to Know More?

Head over to <http://pocket.ign.com/news/24806.html> for more "Little Known GBA Facts"! - Craig Harris





LARA CROFT SUPERSTAR

by Spence D.

Angelina Jolie unveils what it takes to render a game goddess onto the silver screen.

The weather in London almost always sucks.

The air is continually choked with the residue of hundreds of years of industrial revolution fallout. And if it's not hot and muggy with finite granules of soot burning tiny holes into your retinas, then it's usually overcast accompanied by the incessant saturation of gray drizzle. ►

LARA CROFT SUPERSTAR

In spite of the weather, though, London is still one of the coolest cities on the planet. I mean where else can one subsist for weeks at length on nothing more than pints of Guinness and plates of chips (that's French fries to the rest of the world)? Perhaps this diet isn't the best around for your liver or your cholesterol count, but it is essentially nothing more than break and water, if you think really hard about it. Besides, not much in the world tastes better'n a Guinness poured slowly into a clean glass by the supple hands of a British pub hand, except maybe a Guinness poured slowly into a clean glass by the supple hands of a seasoned pub hand in Ireland.

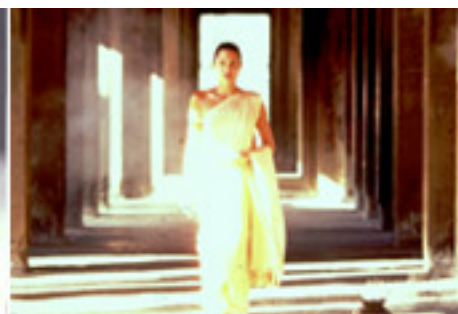
London is one of those cities that's just great for walking around, stopping for a pint when you feel like it, and basically soaking up Anglo atmospheria. At least that's the case if you're on vacation. When you're working, it just becomes another blur of a city, historical landmarks, museums, and tourist attractions blurring into the background like inconsequential scenery in a movie.

secondary consideration at this point. Why? Because I'm about to enter the heavily guarded set of Tomb Raider.

The set is massive, a production extravaganza of wood, Styrofoam, concrete, and other materials assembled into a mystical Cambodian temple complete with a giant, evil looking, multi-armed quasi Buddha-like staring with ancient menace at all who enter this sanctum. In a far corner almost hidden from view is the woman of the hour: Lara Croft. Or rather the woman breathing cinematic life to LC, Angelina Jolie. After a quick spin around the set and a brief encounter with director Simon West and stunt coordinator Simon Crane, it's off to the design studio to view mini-models of the various sets and storyboard art before coming face-to-face with Jolie herself.

The first thing you notice about Angelina are her lips. Yes, the much talked about lips. One cannot help but stare at them. And yeah, I know that they have become even more legendary than the woman behind them, but I'll tell you this: they are not that big in real life. Seriously. You know the old adage about the camera adding 10 pounds to a person? I think that the cinematic weight gain in reference to Jolie somehow shifts all of its girth to her lips.

The second thing you notice about Jolie is how damn gorgeous she is. One of the journalists in my company was an openly gay London bloke and even he was speechless as she sauntered into the room ("I think you're fab" is



"The first thing you notice about Angelina are her lips. Yes, the much talked about lips."

Such was the case for most of my weeklong stay in London last October. Sure, I made the most of my free days and managed to do some serious Guinness imbibing, but for the most part I was on the clock. But when being on the clock constitutes hanging around the legendary Pinewood Studios (for those not up on their international filmmaking trivia, this is the major studio in the UK and the one where they film all of the Bond films) and watching them film bits of Tomb Raider for a few days, who's complaining? Certainly not me.

It's Monday morning, October 23rd 2000 to be exact, and I find myself standing outside of the 007 soundstage at Pinewood Studios. In the distance meek rays of sunlight attempt to poke through the otherwise dismal horizon. But, you know what? The weather is way beyond

what he told her). Later he would exclaim (quite breathlessly, I might add) that she was easily one of the most beautiful women he had ever met.

On this day Jolie is dolled up as the temple excavating, post-post mod swashbuckling Lara, which means she's resplendent in a black skintight top augmented by bandolier and hip and thigh hugging jet-black hot pants adorned with pistol holster. Her much hyped tattoos are virtually invisible, hidden under thick layers of skin colored make-up and her hair is pulled gingerly back into a long, dangling French braid. She's calm. She's cool. And damn if she ain't collected as well. Forget all the tabloid idiosyncrasies you've read about in the past, this is one together chick.

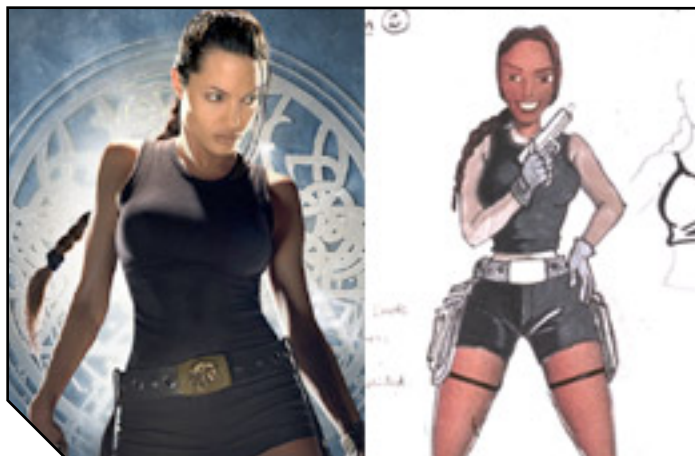
Anyone remotely familiar with Jolie's body of work up to ►

LARA CROFT SUPERSTAR

this point will no doubt realize that on the surface Lara Croft is a pretty radical character departure compared to her previous celluloid outings.

"It is, in a way, but it's funny," remarks Jolie. "I thought it was really, really far from what I'm used to, but it's not. She's [Lara Croft] not that...the essence of her is very similar to all the other characters I've played, the essence of somebody, who's kind of alone, is focused on justice, and somebody who is kind of a little insane," she laughs. "She's quite bold in many different ways, doesn't actually do many things, but is very sexual and is very free, really focused on freedom. So there are certain themes that are the themes that I generally like in people, that she has. But all the other aspects of it...it's actually one of the hardest things I've ever done, 'cause she's not brooding and moody and into herself like the normal characters [I portray] are. She has to be really clear. And that's the difference, because she's the kind of character... she's almost beyond human. She's overly kind of capable of things and I don't feel that every morning I am [capable of the same things]. So I have to get into that somehow and smack myself into trying to take on the world, which she does every day. It's a bit bizarre. It's harder to stay in a positive, healthy, clear, brave state of mind all the time. Sometimes it's easier to go into yourself and get dark, which is what I'm used to," she concludes as she trails her sentence off into light laughter.

In addition to the character shift, this is easily one of the most strenuous pictures Jolie has worked on. She does a heap of her own stunts (by now you've seen the infamous bungee battle in the trailers. Yup, that's really Jolie boinging around in that bit). In addition to bungee bouncing, motorcycle riding, and general, all around ass-

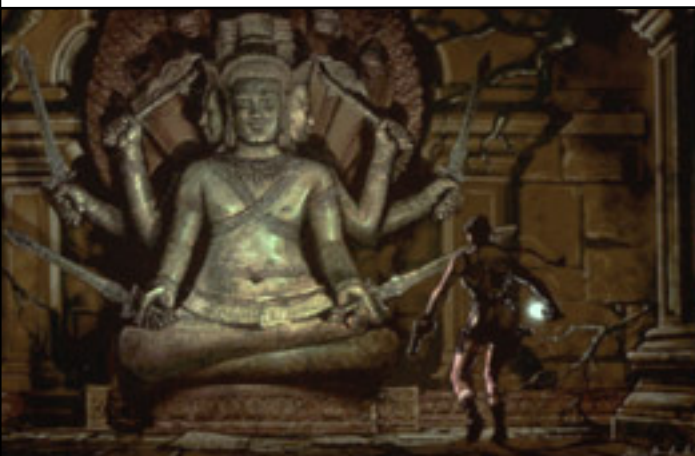


kicking, Jolie had to be prepared for everything from scuba diving to dog sled driving. When asked how long she can hold her breath (remember, in the games Lara does a lot of swimming) she merely shrugs her shoulders and replies, "All I know is that I got my diving license."

Jolie earning her diving license is something of a puzzlement, however. You see, the funny thing is that there was supposed to be a scuba scene in the movie, but stunt coordinator Simon Crane mentioned that it regrettably had to be cut. "Oh I got my diving license," reiterates Jolie. "They made sure we were prepared for everything. I had to get a pilot's license..." she smirks with that sly Jolie grin that lets you know that she's joking. Or is she?

"We're still gonna go in the water. I mean Simon wanted a fight underwater with a hundred eels floating around me and I think that has been adjusted to five men and something else. But we still go underwater. I think if Simon Crane could do it, we'd be doing this for three years, doing the most amazing stunt things you've ever seen in your life, 'cause he just works that way."

So with all the diving and tomb raiding and general action heroine antics, one would assume that Jolie was on a twisted workout regimen accompanied by an insane diet. ►



LARA CROFT SUPERSTAR

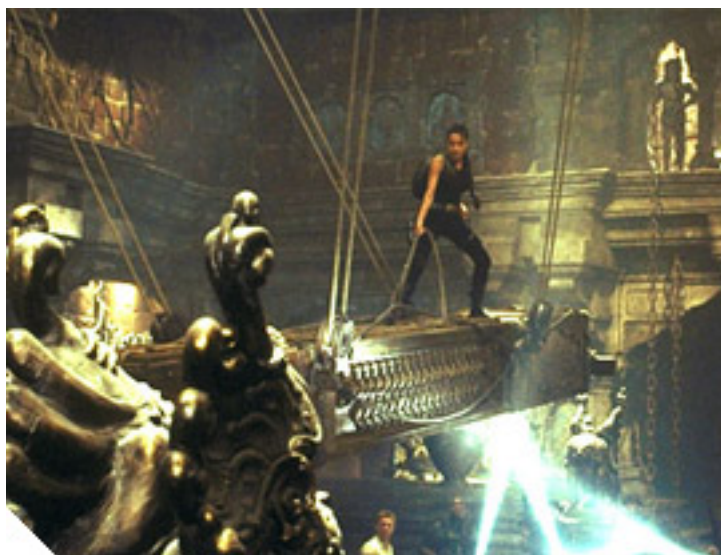
And guess what? One wouldn't be too far off the mark. Jolie did in fact ingest a protein heavy diet followed by regular workouts to insure that her vim and vigor at an all time high during shooting. "They've had me on this really disgusting diet, actually. It's lots of protein and sardines and..." she bursts into a mini fit of laughter at the mention of the svelte fish. "I eat lots of meat and lots of fish and I eat lots of high, high protein foods and then all of these vitamins and stuff like that. And then in the middle of the day, like lunchtime today, I'm gonna go work out and train and run a bit and that keeps me up. I do that every other day."

And then of course there are the rumors that come with starring in such a high profile project. And we all know how those Brits love their tabloidal gossip. There have been so many rumors surrounding Jolie's involvement in the movie that it's hard to keep track of them all. But then that's the tabloid slipstream for you. One of the tastier rumors (and one of Jolie's personal favorites in terms of its ridiculous factor) was that she doesn't show her butt in a nude scene. Okay, but the question remains, does she or doesn't she?

"I don't think you're gonna see her butt in the nude scene. I mean it's for kids," states Jolie rather professionally. "But yes, I was naked in the shower, but I don't think you can see very much. I think it's steamy and towels drop at just the right moment. I don't know, I haven't seen it yet. But I know they're being pretty careful because of the kids, but it's all me. I got a little brave that day."

So Jolie does her own nude scenes. No body double for this babe. Cool. Very cool. But doing a nude (or semi-nude) scene is one thing. What about the whole baggage that comes with playing what is essentially a sexual icon for cyber geeks? I mean Lara Croft is the quintessential video game pin-up girl.

When faced with this query Jolie says something of a Bill and Ted, exclaiming "Whoa" underneath a sheath of her rich, alto laughter. "Yeah, well, I just hope that I...I mean we've altered her a bit. She's still got a lot of what makes her Lara Croft, but she's also, you know, it's like I'm more athletic, she's more curvy. She's actually extremely built a certain way and I am too, but I'm adjusted in another way. So I hope that it will be good enough for what everybody wants and hopefully it'll be, you know, it's like she's now become human." Jolie pauses briefly, laughs again and then continues. "So I don't know, I mean that's my only worry. But the positive part of it is that I'm all for curves in a woman and feeling sexy and not hiding from that and kind of ▶



LARA CROFT SUPERSTAR

enjoying it. And I'm hoping that everybody else will enjoy it as well."

Bringing a pop cultural icon such as Lara Croft to life is one thing. Product tie-ins and action figures though are an entirely different matter.

"I saw a piece of one," she remarks of the Angelina/Lara action figures being released in conjunction with the film. "I saw the little plastic head and I nearly passed out. It is just so bizarre. I'm actually a really private person and so only in the last year or something, I've become more public. I'm an actor because I hide behind people," she pauses, laughs and then half mumbles. "Because I'm not comfortable with who I am," laughing again, she composes herself and says, "suddenly I'm really public. You know, this is an adjustment in that way, which is actually gonna be a tough thing. To suddenly be, I'm guessing when the movie opens it's gonna be hard for me to hide. I'm a little scared of that. But the good thing is that I'm not actually me. It's like little kids have asked me to sign things these days and they're like 'Can you sign it Lara Croft?' So I actually sign her name now. I don't even have an identity anymore."

Ah yes, the oft-rumored loss of identity, the plague that all actors must one day endure. But if you're gonna lose your identity, I'm sure there's worse people to relinquish it to than Lara Croft. And somehow I know that Angelina would agree with me on that one. ■

— **Spence D. / IGN ForMen**



In theaters
June 15



Feature :: Toys

Thanks to the magic of movie tie-ins, Angelina Jolie is a living doll.

Several of them, to be precise. In fact, Playmates' line of six-inch Tomb Raider action figures consists almost entirely of Angelinas in different outfits (the one exception being the "Stone Monkey Warrior," which, let's face it, is no match for a whole posse of Lara Crofts).

The most traditional of the figures has Lara in "Combat Training Gear" — your standard short-shorts and form-fitting tee. In fact, she looks a lot like the other Lara figures that have come before, albeit with an Angelina face. And don't forget the armload of weapons — guns large and small, and of course, a teeny little cell phone.

The rest of the Laras come fitted for various Tomb Raiding adventures — Siberia Gear, Motor Cycle Gear... One wishes that there was one standard Angelina to buy with multiple changes of clothes, so you could have it all, but alas — if you want to re-enact the entire movie, you'll have to snap up the set.

On the whole, the figures are a decent, if not spectacular, lot — the sculpt is a reasonable facsimile of the luscious Jolie lips and famed cheekbones, and one can have great fun posing Lara with her cavalcade of weaponry. Only thing is, the figures aren't articulated enough to allow for actual posability — Lara doesn't really raid those tombs, she just looks as if she's going to. Mostly, you'll just have to prop her up on her stand and gaze upon her Croftian toughness.

This mess of Angelinas, however, begs the question — are there any other characters in this movie?

Ah, who cares? It's an Angelina Jolie action figure. What more do you want? ■

— **Sarah Kuhn / IGN Sci-Fi**

BREAKING INTO THE INDUSTRY

The Bottom of the Ladder: Life of a Tester

UNAPPRECIATED, OVERWORKED, and more often than not, expendable. Ah, the life of a video game tester -- often "professionalized" into "software analyst" -- is not an easy one. Those that have no idea what a tester does, I'll simplify: you play a game for a duration as short as three days to as long as two months and find as many bugs and errors as you can in a 8-12 hour day. It's not exactly glorious and sometimes you'll feel it's the worst job in the world, but if there's a way to get your foot into the video game industry, starting off as a tester is a good way to go. While I have spent a good amount of time in the testing world, Sega.com QA Supervisor/Junior Assistant Producer Nicolas Azizian probably knows the world of testing better than anyone.

All you really have to know is what temporary agency each video game company goes through. If you contact a video game company's HR department, they should have that information.

- Nicolas Azizian
QA Supervisor / Junior Assistant - Sega.com

Nic started his tenure at Sega back in June of '96 during the later years of the Saturn, but like most testers, he was only hired as a temporary employee for a nine month term, after which he worked in the Finance department of Sony Computer Entertainment of America. While he enjoyed the nice window view in the Visa Building where his office was located, when SEGA of America called him back to become a tester again, he immediately returned, even though it was still a temp position. After a two-month period and near the end of the days of the Saturn, he was laid off and for two weeks was jobless when Segasoft offered him a temporary position. After working six months at Segasoft, he finally became a permanent tester at Segasoft Inc. Segasoft Inc. changed its name several times but it eventually became what is now Sega.com Inc.

Nic has tested everything and anything Sega-related; whether it was Genesis games, Saturn hardware, Pico games, or H.E.A.T. software, Nic has traveled a long road fraught with late-night crunch times, crash bugs galore, and of course, bad games. But, as I talked

with him about being a tester, we both agree that being a tester is a good place to understand how the industry works.

:: The Salary

The typical salary for a new tester can range between \$9.00-\$12.00 an hour for temporary testers, and for permanent testers, they usually start off in the low \$20,000 range. While there's always plenty of overtime to accumulate, you won't be seeing that Porsche anytime soon.

:: Starting With a Test

Despite what you think, most video game companies do not hire testers, but rather they go through temp agencies. "You walk in, fill out some forms, and then you take a simple test... basically, they want to see if you could spell your name -- a competency test of sorts," states Nic. You'll also be graded on some basic skills in writing and mathematics. Your scores and forms are then forwarded to not just one, but often several video game companies. From there you wait till a video game company calls you for an interview, which if you scored well, takes about a week or two.

Step two of the process is probably the most crucial -- the interview with the video game company. As serious as it sounds, most video game companies aren't going to ask you sweat-inducing questions, but rather are interested on your gaming background. The interview itself is rarely conducted by any major heads of the video game company. In fact, you'll probably be interviewed by veteran testers that aren't different from you. "They were pretty conversational, but most of the questions they asked were centered around games," comments Nic. "For example, they would ask me have I

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ever found a bug or trick in a game and if I did, they would ask me to describe it in detail. Oh, and I almost forgot, before I got the interview, they wanted a writing sample about your favorite game, why it's your favorite, and what would you do to improve it. Mine was Street Fighter II because... well, it was a fighting game! To improve it, I wrote they should add weapons in the game." About two to three weeks, and the temp agency will give you a call on the decision if you're hired. If you are, you'll probably start on the first day of the following week.

Also check out ::

Interested in learning about other ways to get into the video game industry? IGNinsider has what you need to know! We'll tell you how the gaming professionals did it and even how we managed to sneak our way on to the scene.

Check out the links below!

:: How to Get a Job in the Gaming Industry: Games Journalist
<http://insider.ign.com/articles/200175p1.html>

:: How to Get a Job in the Gaming Industry: Producer
<http://insider.ign.com/articles/200109p1.html>

:: Roundtable #5: How Did We Get Our Jobs?
<http://insider.ign.com/articles/57840p1.html>

:: The Typical Grind

Video game testing becomes a monotonous pattern that's repeated everyday for several weeks and even sometimes months. Unlike most video game occupations, there's nothing glamorous about video game testing, but it is an integral part of the video game development process that can often be quite demanding.

It's not uncommon for testers to work 12-14 hour days, especially when a game is shipping out in that week. Often, video game companies will have separate shifts to accommodate the number of games that need to be bug tested. "For SEGA there was a day and night shift," describes Nic. "On a typical work day, you would get into work around 6am, slide your ID Card to get access into the test department, and the first thing anyone would do is get a cup of coffee. Then, we head to 'the Board.'" On this board was a list of the games currently in the test department and under each game a list of tester names would appear. Most of the time, you would usually stick to one game, but depending if a game needed to be shipped out right away, more testers would be on a certain game than another. Each game had a lead tester, who would usually give you a test plan and a bug list. The test plan is a guide on what you should try to do to find bugs in this game and the bug list was basically a list of bugs we had to try out to see if they still work or not."

If this sounds like a whole lot of drudgery, it's not always the case. While testing is a pretty tedious process, you can't jump right into testing a game without knowing how to play a game. So, when a game first comes to the test department, testers are given a two to three day period where they just play the crap out of the game. "For a brand new game in test, we would usually just play it for a couple of days so we could get used to the gameplay and controls," says Nic. "What's funny is that we usually find most of the dangerous bugs during our 'free play' period than in the midst of a game's test cycle."

:: All Bugs, Great and Small

So what happens when you find a bug? Well, just because you find a bug doesn't mean the team stops development. Bugs come in all sorts of shapes and sizes, but before you can report a bug, you have to find out exactly how to perform the bug. "When you find a new bug, the first thing you do is go to the lead tester and tell him about the bug," states Nic. "He'll ask you to demonstrate it and once you do, he'll say 'Write it up!'" Then you go to the bug writing room where we had a filing program with a list of all the bugs in the game. You would do a search to see if your bug hasn't been written up and if not, you input it in the computer. Once you write it in the computer, you print out a draft and take it to one of the proofers, usually a lead tester. They proofread your bug and any mistakes means you have to go back to the bug writing room and re-write the bug properly. SEGA is pretty strict as to exactly how a bug is written up. Once you've properly written the bug up, you go back to your desk and find more bugs!"

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Bugs usually come in three classifications of A, B, and C. Class A bugs are crash errors or any type of gameplay glitch that prohibits you from continuing your game. Class B bugs are identified mostly as gameplay errors; any bug that affects the balance of a game or visual errors that impair your enjoyment of the game. Class C are comment bugs that are usually written suggestions to improve the games' gameplay, and other smaller details. Of course, not all bugs are straightforward and some are a combination of more than one class. "There was one for Three Dirty Dwarves for the Saturn that involved moving a battering ram," comments Nic. "Basically, you would move the battering ram to the left for 30 seconds, then move it to the right for 30 seconds, and you would repeat this and it would eventually crash the game. I'm sure there were more ridiculous bugs but I can't remember them; we had this 'Wall of Shame' where we would post up some of the craziest bugs we found each week."

:: Rewards and Woes

Though software testing can be quite dreary, there are some nice perks to the job especially if you're testing for a company like SEGA. "The very first game I had to test was NiGHTS for the Saturn," says Nic. "It was really cool, but at the same time, it was pretty scary. NiGHTS was developed so well, it was nearly bug free! So I was afraid I would never find any bugs. But then I learned that most games from

SEGA of Japan are usually bug-free." When working for a software company, you usually would have access to the company's video game library where you can "borrow" games or even hardware! But the ultimate reward for a tester is getting their name in a game, and not just in the instruction manual! "If you were a significant contributor during the testing of the game, you usually got a copy of the game," recalls Nic. "But I think the biggest benefit was having your name actually appear on the credit screen. Mine was in Garfield: Caught in the Act for PC. That was probably my favorite moment during my tester years."

I think the biggest benefit [is] having your name...on the credit screen. Mine was in Garfield: Caught in the Act for PC. That was probably my favorite moment during my tester years.

Of course, with the good, there's bound to be some bad. While testing games, sometimes you'll be playing some really bad games over and over and over again. As Nic remembers, "Of course, you could be stuck testing Pico (SEGA's console for kids 5 years old or younger) or "Edutainment" titles for kids; that wasn't necessarily bad but it was really boring. I think the worst game I had to test had to be Scud The Disposable Assassin - cool main character and sidekick, but man, that game blew. Then again, it was one of the last Saturn games, so that probably explains it." Testing is also less enjoyable if you have people that you don't like working with; since you'll be often testing with other testers to look for bugs in multi-player games, it's good to have "people skills", but in Nic's case, it wasn't the testers he had a problem with. "I won't mention his name, but we had a jerk of a manager one time at SEGA. Anyways, near the end of the day shift, one of the Saturn boot discs was missing. So our Nazi-manager of test called a meeting with all the testers and commanded whoever stole the boot disc to cough it up. When no one said anything, he basically threatened to fire the entire day shift staff if the boot disc didn't show up by tomorrow morning. That was a major morale booster. But the boot disc eventually showed up and no one got hurt."

Overall, the life of a tester isn't something to write home about, but it's a good place to get your feet wet in the industry. It can also often lead to higher positions in the company as it did for Nic. Most of all, it's not that hard to be a video game tester. "It's really not that hard to start testing video games, though you do have to be in the area where the company is," states Nic. "All you really have to know is what temporary agency each video game company goes through. If you contact a video game company's HR department, they should have that information. Generally speaking, video game companies usually don't hire permanent video game testers right from the get go, and they usually like hiring permanent testers from the few good temporary testers they find. That's how I got in." ■

IGN would like to thank Nicolas Azizian for sharing his valuable wisdom of being a video game tester, even though he insists he's "not just a tester" anymore.

BREAKING INTO THE INDUSTRY

The Holy Grail: Becoming a Game Designer

SO YOU WANT TO BE A DESIGNER, eh? Think you've got the best concept for a new game the world has ever seen? All you need is someone to listen to your idea, and you're just sure they'll give you the keys to the kingdom and your very own studio, because hey, this idea is HOT! Am I right? Err...maybe not.

"Everybody has ideas. Doesn't matter who you are. If you love videogames, then of course...you think you know everything and you have all the greatest ideas in the world, and they're all totally unique. That's the first thing you need to get over. Realize that you're on a team with a ton of people who have ideas, too."

That thud you just heard? Yup, that was your creative little heart hitting the bottom of your shoes, and slapping soundly on the floor, as The Collective's James Goddard, the Lead Designer and "Scripter of Violence" on Buffy the Vampire Slayer, brings a little slice of reality into the equation.

The fact is, "good" ideas are a dime a dozen in this business, and despite the fact that some companies are dumb enough to approve another Tomb Raider or Army Men, but they still have no plans to give your design doc for Trance Bunnies 2002 the time of day, means little in the scope of things. That's just how it is. But if you're determined to stamp out lousy gaming, we're here to give you a bit of insight into the wild wonderful world of game design, so sit back, relax, and turn off whatever game you're playing in the background...you might learn something.

:: Ya Gotta Believe!

Now, if you read the lines above and your expectations have appropriately found their way to that place where your secret dream of becoming a ballerina currently resides, you've got a pretty good idea of what you're up against. If, knowing that, you still want to make games more than anything else in the whole wide world, you just might possess that perfect mix of sadomasochism and passion for gaming needed to get your foot in the door.

According to Abe Navarro, Player Extraordinaire and Design Assistant at Visual Concepts, the key to "getting in" as a designer is desire: "Getting into the industry is all about how bad you want it. Keep trying. Be able to accept rejection, because eventually, someone will recognize it. I mean, I was in the industry for 6.7 years, and I finally got my shot with the right people, and the rest is history."

:: Aim Low, Folks

Once you get over the fact that success in design does not happen overnight, you've passed the first hurdle in entering into the industry's equivalent of a script-writer in Hollywood. The next step, of course, is figuring out how to get your foot in the door. By all accounts, the most common way for getting into game design is through the test department. That's right. Test. So, if you're serious about bringing your game ideas to life, turn back a few pages and read all about the rockstar lifestyle of the tenacious tester, because chances are, that's going to be your "in".

This is crucial for you to remember, as the value of weaseling your way in is almost immeasurable, regardless of the level you have to

It might not be that glamorous, and people in the industry might look down on it, but I know a lot of people...that are at higher positions now in design or management...or even creating their own titles, that came from the test department. It's a great place to get your foot in the door, it's a great place to learn, and it's a great place to network.

- Abe Navarro
Design Assistant - Visual Concepts

BREAKING INTO THE INDUSTRY

The Holy Grail: Becoming a Game Designer

Whether your ambitions are to test or design games, the ability to convey a message in a clear and detailed manner is of the utmost importance. Following are some exercises you can perform with a friend to help you toward this end.

:: Paperclip Exercise

In this exercise, you describe a randomly-bent paper clip to another person who has a pencil and paper. The goal is for you to get your listener to draw an accurate picture of the bent paper clip, without ever saying the words "paper clip" or describing what the object is made of or was originally used for. Simply describing how the paper clip looks in its present state, your goal is to obtain a correct picture of the paper clip on your listener's piece of paper. It can be enlightening for you to see what the drawing looks like, after completing the exercise. This exercise can also be performed using pipecleaners or twist-ties. The clip should be bent in a flat 2D shape since your listener is drawing on 2D paper.

:: Building Block Exercise

This exercise is used at Nintendo of America to train or test their Customer Support representatives, but it applies equally well to the communication skills needed for testing and design. Both you and a friend start off with identical boxes of building blocks (or Legos). Using your building blocks, build a structure and then describe your creation to your friend who will then attempt to recreate it. If all goes well, the two structures will be identical. If not, you can at least learn from your mistakes and try again!

Exercises from Tom Sloper's "Testers - The Unsung Heroes of Games" <http://www.sloperama.com/advice/lesson5.html>

start out at, and is what most designers say is the key to getting started. On this side of the business, it is pretty much unanimously accepted that it is all about who you know. Taking that notion even further, it's about how far you're willing to go to please said people. If you manage not to piss the powers that be off, there's a good chance you'll get your shot once you've proven what you're worth. Keep that in mind, and you've crossed the second major hurdle in scoring a design gig.

:: Be Picky, Be Patient, Be Anal

Now that we've told you what you need to get in the door, perhaps it's time we looked into what you'll need to keep from getting drop-kicked out of product development. Believe it or not, the skill set for design is a bit more complex than a host of good ideas and a love for games. More than anything, the folks we talked to agree that you need to be able to express yourself.

Riley Cooper, part of the design team working on *Soul Reaver 2* at Crystal Dynamics, breaks it down like this: "If you can explain exactly why something works or doesn't work, or exactly why there needs to be a change, or how we should think about doing that change. How clearly you can express yourself, and how well you can actually understand the problem, the better the chance is that you'll actually be able to help a project."

Basically, you need to be able to do more than just say "this sucks" or "this would be AWESOME!" To be an effective designer, and thus more likely to get your own project some day, you need to be able to explain the mechanics of the unknown well before they're even close to being a functional product.

Goddard agrees, adding that "The main contribution that a designer makes, especially a lead designer (or someone with aspirations along those lines) is trouble-shooting skills, patience, and extreme diligence on making sure everything is planned out. You have to know how things are going to work, from the tools that you need to build it to the game rules that support it, to the player control that's going to make it happen, to scoring...you name it. And that's where a lot of designers have a hard time. They're pie-in-the-sky guys. We need creative people, but taking the pie-in-the-sky and actually figuring out how to bake it? The best designers are the ones who know how to do it."

But how does one acquire this knowledge? Well, the guys we chatted with each had their own theories, but we think our boy Abe has the best strategy: "Be open-minded. Play everything. Play Barbie's Fashion Funhouse. Play *The Sims*. Play PC games. Don't just lock yourself into one mode of gaming, because there's a lot of great ideas out there. You might not like every game, and you might not like every idea, but somewhere along the line there's going to be something, and you're going to be sitting there, and all the sudden you'll be like 'Oh my god! That's the s**t!' And it will totally fit."

According to the experts, the key to being a good designer is being as versatile as possible. Goddard takes this a step further,

BREAKING INTO THE INDUSTRY

The Holy Grail: Becoming a Game Designer

and indicates that you not only need to expose yourself to a lot, you need to be able to apply your experiences to as much as possible:

"When I was a kid I played with Lego's a LOT. I played with Tonka Toys and Lincoln Logs and I figured out how to build wacky stuff out of Lego's. You had to have imagination back then, because they didn't give you a little motorcycle guy...you had to build them. And so, I kind of look at things very modularly. When I conceptualize a new game system that will allow us to do a particular thing, I also think about how I can use that same system to do many other things. You start tying it all together and you go...'This is one system. Let's have all the information and ideas on how it could work and give it to the programmers. They figure out the best way to implement it in the cleanest, shortest way,' and then it just becomes a Lego piece in the construction set of the game."

And just to keep your feet on the ground, Cooper notes that, as prepared as you may get, don't forget where you stand: "You're more likely to be successful if you develop the skills for game analysis rather than focusing solely on an individual idea, because a game designer by himself is basically useless. If he can't work with programmers, artists, and everyone else, then nothing is going to get done."

As we mentioned at the beginning of this article, being effective is, in many ways, even more important

than being a creative designer. If you have the ideas, and you have the thinking skills to put them into practice, figuring out how to help your development team make them a reality is what separates the dreamers from the magic-makers.

:: Fighting the Good Fight? Yes and No

Now that you know how to get in, and you know what you need to do, the big question remains: Are your games going to set the world on fire, or will you have to start out by throwing a match into the trashcan by your desk? Well, that depends on who you talk to.

Sweet Baby James loves the creativity, but he is convinced that there is a certain amount of sacrifice you have to make to get things done, and oftentimes that means less originality, and more conformity: "That's where the business is going. To be a kickass designer, unless you've got someone bankrolling you, you're eventually going to have to conform to some of this."

But Goddard doesn't want to see the whole industry fall in line. He just thinks the key to being a successful designer is remembering that the industry is bigger than what you want to do.

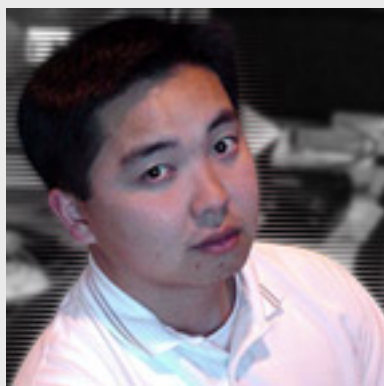
"I look at the games out there that are so different, like The Sims, Black and White, or even just real fun stuff like Spyro or Tribes 2. You look at what they did there, from total innovation to re-inventing the genre, they figured out how to make everything work, so that the player could understand it. You're not making the game for yourself, you're making it for the player. If you don't know how everything works, and how to put it together, it's just another idea that's going to cost several million before it dies. That's a really grim look on it, but it's kind of where it's at."

But then again, some people in design live and die by the idea that keeping that little light on in the back of your brain is crucial, and never giving up on doing your own thing is what will make this industry worth joining. Navarro left us with one piece of advice:

"The one thing I'd have to say, honestly: Be original. Don't be afraid to take chances. Don't bow down to marketing. That's the biggest thing. I mean, look at a game like Jet Set Radio. That game is just phenomenal. You're riding around, tagging walls. It's got a crazy art style, good music. When I was younger, I was tagging walls, and it got me community service, you know what I mean?"

:: Never Give Up. Never Surrender

Though they may see things from a slightly different perspective, the bottom line is, if you really want to make games, it's going to come down to how hard you'll willing to work to get there. "Keep trying. Persevere. Someday, someone will give you that shot," Though Abe's advice sounds suspiciously like Cartman's famous 'Beefcake' speech, the majority of the industry seems to agree. If you really want to make games, the key is refusing to quit. So if you simply refuse to give up on Trance Bunnies 2002, adjust that date to about 2006, pay your dues, and you just might make it. Stranger things have happened. ■



Anthony Chau

This Month in Dreamcast ::

The last screen has been turned off, the final picture with the DOA3 babes taken, and the remaining bottle of beer has been emptied. E3 2001 is over and for SEGA, it was a very good show. Granted, they had a much smaller booth, but I really enjoyed SEGA's booth this year. Sure, the mood was slightly somber due to this being the Dreamcast's last E3, and of course we could always use some Space Channel 5 booth babes, but SEGA chose a very private type of presentation, one that allowed us access to several of the hottest developer teams for interviews, pictures, and on occasion, a drink. Most of all, SEGA showed off an impressive line-up of first party games, proving that SEGA won't let the DC collect dust, but give a great system the proper send-off it deserves.



For more DC news, reviews, previews, codes and more, visit <http://dc.ign.com>.



Feature Story ::

023 :: E3 Wrap-Up

Also In This Issue ::

025 :: Previews - The Top 3 Dreamcast Games at E3



Preview :: Bomberman Online

Hail to the multiplayer King! And now, it's online!



Preview :: Floigan Brothers

From the wizards responsible for the NFL & NBA 2K series comes this delightful cartoon adventure.

Editor's Most Wanted ::

- 1 :: Bomberman Online (DC)
- 2 :: Phantasy Star Online v2 (DC)
- 3 :: Dodge Ball Advance (GBA)
- 4 :: Virtual On Force (Arcade)
- 5 :: Metal Gear Solid 2 (PS2)

Office Abuse ::

Anthony Chau's head weighs exactly 18.2 pounds.



Dreamcast :: Feature **ANTHONY'S E3 WRAP-UP**

We bring you the in-and-outs of SEGA's last Dreamcast showing at E3.



I don't remember anytime during my previous ventures into E3 where I've been so frickin' busy. This being my first E3 working for IGN.com, I was swamped with work even before the first day of E3 2001. Part of it is being the "one-man show" for the forgotten console known as the Dreamcast. While you would think it would be easy to cover a "dead system," SEGA's not going to let the Dreamcast go out like the Saturn. For those that remember the good old Saturn, the last few games for that system didn't really represent what we've come to expect with that silver "SEGA Quality" seal. But at E3 2001, SEGA really represented a whole lot of Dreamcast love that gave me a lot to look forward to in these declining years of our beloved system.

Most of my time was spent centered around the SEGA booth that had restricted access; basically, if you didn't have an appointment or if you didn't know anyone from SEGA, you didn't get in. I actually liked this a lot, unlike last year where every SEGA Dreamcast kiosk was jammed packed with people who would stay on the machines for 30 minutes. The new format not only gave me a chance to actually play the games for an extended amount of time, but I could actually walk around the SEGA booth. Also, getting into the "restricted area" made me feel special; it's kinda like being part of a speakeasy because you're in on a "secret." However, I do think SEGA should've opened their booth to everyone on the last day because several SEGA fans were camped outside watching the fantastic B-roll trailers of all the SEGA games on the three, huge, flat-screen TV's. They were just waiting for their chance to play the last crop of wonderful Dreamcast first party titles.

So, what was there to rant and rave about for the Dreamcast? For me, I was extremely ecstatic to finally play Bomberman Online. I know, it's seems childish especially since the gameplay hasn't been dramatically altered since SNES Super Bomberman 2, but it just doesn't seem right not to have a Bomberman game on a SEGA system. Propeller Arena, AM2's WWII aircraft combat game was very cool and I'm really looking to trying this one out online. It was especially delightful to

finally play Floigan Brothers pretty extensively and I'm really hoping this game will get the attention it deserves.

When I wasn't playing Dreamcast games, I was chatting with actual SEGA developers! This was the first time I could actually approach many of the legendary SEGA developers like Yu Suzuki and Yuji Naka without any sort of appointment... though it helps to also grab a translator since the extent of my Japanese ends at the sushi bar. Additionally, I got to speak to a lot of the newest SEGA developers making a name for themselves – Tetsuya Mizuguchi from UGA, Hisao Oguchi from Hitmaker, Takayuki Kawagoe of Smilebit – and it was weird having them go grab me a drink.

"I'm really hoping this game will get the attention it deserves."



Of course, the whole theme for SEGA was their "SEGA Unleashed" motto they were proclaiming at E3 2001. Peter Moore gave a very informative presentation of SEGA's new direction. I was really waiting for him to say "we're going to kick EA's butt", but of course being the gentleman that he is, he would never state such fighting words out loud. Mr. Moore explained in detail, the continuation of the SEGA brand name across a variety of consoles would bolster SEGA to become the biggest third ►



Dreamcast :: Feature

ANTHONY'S E3 WRAP-UP (cont.)

We bring you the in-and-outs of SEGA's last Dreamcast showing at E3.



"I got an early peek at the last remaining titles for the Dreamcast and I'm very happy at what's coming out!"

party software developer in the next couple of years. He went on to introduce each of the integral members of each SEGA development team as well as introducing the new President of SEGA Enterprises, Hideki Sato. It was definitely exciting to have not just the biggest names in SEGA present at the show, but every SEGA developer!

With so many SEGA people to talk to and a surprising amount of Dreamcast games to play, I had barely anytime to check out anything on the other platforms. Of course, I had to drop by Capcom's booth and while Devil May Cry was certainly impressive, I was more impressed with Maximo, a very good 3D action game that has its roots in Ghost and Goblins. Of course, you had to see the Metal Gear Solid 2 trailer since it's starting to become an E3 tradition; it wouldn't surprise me if there was another MGS2 trailer at E3 2002 even though the game would be old by then.

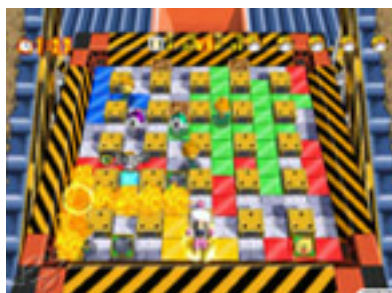
Then we have the new generation of consoles: The Xbox and the GameCube. I'm not one to tout which system is better since I think it's a little early to make any such statements. Both systems showed off some very impressive stuff, but both companies made some real mistakes as well. Dead or Alive 3, Enclave, Halo, and Munchy's were all pretty impressive, but there were also a number of "not-so good" Xbox games that needed quite a bit of work. It didn't help that a lot of the B-roll footage shown on the huge screens in Microsoft's booth displayed choppy gameplay animation leading many to believe that what they saw on the B-roll is how it actually looks on the

on the Xbox. That's not the case, though NFL Fever is probably the exception; they should really cancel that game.

The GameCube had some very impressive stuff, but for all the quality of the GameCube games, there weren't that many titles playable. Don't get me wrong; Super Smash Brothers Melee, Rogue Squadron 2, Luigi's Mansion, and Pikmin were all great (I didn't get a chance to play Star Fox Adventures or Eternal Darkness), but I wanted to see a lot more. I was especially let down when Metroid Prime wouldn't be playable. In fact, all that was shown of Metroid Prime were quick 10-second movies.

In the end, I didn't really enjoy E3 2001 as much as I did in previous years and that's kinda sad especially since there were a phenomenal amount of games to play on nearly every console. I didn't get to see what all the hub-bub that was caused by Star Wars: Galaxies, I didn't check out the awesome Medal of Honor: Allied Assault, and I barely had a chance to go to any of the numerous parties. But I was happy nonetheless. I got an early peek at the last remaining titles for the Dreamcast and I'm very happy at what's coming out. What was weird about this E3 was that I was actually relieved it was over. I think most of the IGN staff averaged about 3 hours of sleep per day and we all lost about 10 lbs. each (well, I did... can't trust that convention food ya' know). Additionally, I was relieved that SEGA wasn't going to just pull the plug on the Dreamcast without a proper farewell and while it's the last time we'll see the Dreamcast at E3, these few remaining months for our beloved SEGA system will definitely be its finest. — **Anthony Chau** ■

ADVERTISEMENT



Preview :: Bomberman Online

Like I said above, it would be a huge injustice not to have a Bomberman game on what is probably the final SEGA console. Featuring the "if it ain't broke, don't fix it" gameplay more addictive than banana-flavored Twinkies, and the fresh 3D "cel-shading" visuals that made Jet Grind Radio look so distinct, this game is going to be one (pardon the pun) blast to play online! While it has yet to be decided how many players the game will allow (early news releases stated up to 10 players online, but that might change), there are a whole lot of play modes to choose from. Add in a "Create-Your-Bomberman" feature that allows you to stand out when playing online and this makes Bomberman Online one of my most anticipated Dreamcast games this year. ■



Publisher :: Sega
Developer :: Hudson Soft
Genre :: Action
Players :: 4
Release :: August 2001



Preview :: Phantasy Star Online V2

What more needs to be said about the upcoming update to Phantasy Star Online? Finally, players will be able to duke it out in the all-new Battle mode, featuring two new arenas and multiple online play modes. The Ultimate Mode difficulty will certainly challenge any PSO veteran with tougher, faster enemies and new bosses. Of course, let's not forget about the additional 70 new rare items to find, new clothing options for your character, the extremely useful quick item/weapon selection menu system, and LOBBY SOCCER! Yuji Naka's masterpiece gets a whole lot bigger and better with Phantasy Star Online Version 2. ■



Publisher :: Sega
Developer :: Sonic Team
Genre :: Online
Players :: 4
Release :: July 11, 2001



Preview :: Floigan Brothers

From those crazy wizards at Visual Concepts, responsible for the phenomenal SEGA Sports NFL2K1 and NBA2K1 titles, comes an original adventure featuring the Floigan Brothers. Obviously inspired by Tex Avery cartoons, you take control of the shorter, smarter Hoigle, and together with your big, dumb, but lovable brother Moigle, save your junkyard from the evil clutches of the Baron Malodorous as he uses cute yet evil cats to take over your property. And with Visual Concepts behind the helm, you've got one of the most advanced AI's ever seen. Great cartoony looks, challenging puzzles, and a totally fresh gameplay experience, Floigan Brothers is an extremely innovative video game, but coming from SEGA, what else do you expect? ■



Publisher :: Sega
Developer :: Visual Concepts
Genre :: Adventure
Players :: 1
Release :: August 2001



Fran Mirabella

This Month in GameCube ::

The whole IGN had team the time of its life at E3 2001, and it was hard for us to leave. Specifically for IGNcube, we finally got to go hands-on with real GameCube software. For the most part, the console has lived up to everything we hoped it would be. Games like Rogue Leader and Wave Race: Blue Storm look better than most anything we've seen in the home console arena. More importantly, they are extremely entertaining. Having played these games makes the wait for GameCube's launch all the more unbearable.

When Matt and I get off work every night, we head home to relax a bit. Usually that entails dinner and Conan O'Brien, but since we actually don't get to play too many videogames at work (believe it or not) it's nice to kickback with the latest software. Right now the PS2 is our only option, and every time we boot it up, we're dreaming and wishing it was GameCube.

Sadly, my characters in most games are named **FranCube**. For example, in Ridge Racer V I play as **FranCube** for **Team Dolphin**. We're definitely itching to own GameCube, especially after the strong E3 showing. Enjoy our impressions of the show in this issue

For more Cube news, reviews, previews, and more, visit <http://cube.ign.com>.



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034 :: Previews - The Top 3 GameCube Games at E3



Preview :: Rogue Squadron II

Rogue Leader didn't fail to impress anyone at E3. Find out why...



Preview :: Pikmin

This is what you get when the master of game design gets into gardening.

Editor's Most Wanted ::

- 1 :: Pikmin
- 2 :: Star Wars R.L.: Rogue Squadron II
- 3 :: Wave Race: Blue Storm
- 4 :: Luigi's Mansion
- 5 :: Super Smash Bros. Melee

Office Abuse ::

If Fran had the choice between spending the night with Charisma Carpenter or GameCube, he'd pick the GameCube.



GameCube :: Feature MATT & PEER'S E3 WRAP-UPS

Get ready for GameCube. Nintendo brings the show to a halt with the newest addition to the Nintendo Line-Up.



Matt Casamassina :: Wrap-Up

It was Tuesday, the day before Nintendo's Electronics Entertainment Expo pre-show conference. I had decided to make the drive down to Los Angeles from San Francisco with IGNpocket's Craig Harris, the crankiest, and incidentally most un-showered editor currently employed. The five-hour trip allowed me to spend quality time with Harris, to catch up with him and perhaps even trade stories to pass the time. Instead I sat in the backseat, put on my headphones and dreamt continually about the GameCube software unveiling to come.

Wednesday proved much more fruitful. Nintendo's pre-show conference, held at the luxuriously cramped Biltmore Hotel in Los Angeles, was packed full and rightfully so – the company was giving out super-ultra-spiffy GameCube swag in the form of backpacks modeled after the console. Oh, and the software unveiling was nice too.

The GameCube logo flashed onto screen, animated, and people cheered. Nintendo's general manager and director Satoru Iwata-san explained the "Nintendo Difference" and the crowd clapped. But it wasn't until the Big N finally darkened the room and lit up its televisions with the motion of Super Smash Bros. Melee that the applause, cheers and whistles made it hard to hear. I, of course, loved every minute. I looked to my left and caught Fran Mirabella, my girlish editor pet, trying desperately to hold his camera steady and properly video the showing. If you've bothered to download our footage of the unveiling, you'll know that he didn't do a very good job of it. Just kidding Fran. Sort of...

Designer Shigeru Miyamoto explained the intricacies of Luigi's Mansion as Nintendo highlighted the beautiful game atop its big-screen television screens. Attendees clapped and cheered as he sucked up ghosts and illuminated dark hallways with his trusty flashlight. After years of waiting, I was finally seeing the results of Nintendo's secret labors, and loving every damn second of it.

Then came the company's big moment. The unveiling of Miyamoto's hidden project, a totally shadowed effort known as Pikmin. It wasn't a total surprise to me as, using my press badge, I had slipped into Nintendo's E3 booth the night before and caught a quick glimpse of the game's logo. I was baffled as to what type of product it could be then and, as Miyamoto unveiled a game in which colorful

plants manipulated a realistic garden that was modeled after his backyard, I was still mystified. But as the designer played on, it began to make sense. Programmer Colin Reed (Star Fox) was on stage with Miyamoto to preview how the Pikmin could work together to knock down walls, fight enemies, gather goods, climb to new areas – whatever. And suddenly I was hooked. Tomorrow, the beginning of E3, I told myself, it would be the first game I played. Of course, it wasn't.

The next day drew thousands of industry people, from game developers and retailers to journalists and teary-eyed fanboys hoping to catch a glimpse of Miyamoto or Yuji Naka for an autograph. Equipped with a mini-disc recorder



"The GameCube logo flashed onto screen, animated, and people cheered."

and a Mountain Dew high, I charged to Nintendo's E3 booth with an agenda. I was going to play everything, see everything, meet everybody and then somehow upload my thoughts and opinions simultaneously to IGN for production. When I got to Nintendo's booth, though, I found lots of flashing lights, endless walls of beautiful television screens playing GameCube software, and no room whatsoever to move around in. Thousands of hungry gamers clogged the booth like my roommate Mike ►



GameCube :: Feature

MATT & PEER'S E3 WRAP-UPS (cont.)

Get ready for GameCube...



"I realized that I would probably die if I did not get over the the Eternal Darkness booth and play it"

Morrissey's (IGNPC) pubic hair does my shower drain, except not quite as disgustingly.

In the middle of the madness, I changed my mind. I realized that I not only wanted to, but actually would probably die if I did not get over to the Eternal Darkness booth and play Silicon Knights' scrumptious-looking action-adventure. I hurried around the massive area and couldn't find it. Where were the damn television setups for it? I kept looking. I saw Pikmin everywhere, as well as grand lines for Luigi's Mansion and Super Smash Bros. Melee. I looked a bit further into the booth and came upon an off-the-wall Rare title called Kameo, which mixed beastly characters, magic and Pokemon-like collections and battles together into one product. I saw Star Wars Rogue Leader packing the lines and finally, after some investigative work, I realized Eternal Darkness was right next to it, featured exclusively in one of Nintendo's darkened, closed off booths for maximum effectiveness.

I ran for the curtain separating the booth from the outside world and tore it open. Inside an audience of people watched as SK president Denis Dyack took them through the adventure. I drooled on myself as Dyack played the centurion character in an ancient environment overflowing with beautiful architecture and such graphical effects as volumetric fogging.

I wanted to stay longer, but realized that I needed to see everything. I popped into the Rogue Leader booth and was astounded to find that developer Factor 5 and LucasArts had improved the game even further since an NDA-served visit I

paid them a week before. If you download the officially released LucasArts video, for example, you won't see the fabulous lighting effects and bump-mapped textures that were highlighted in the E3 version on display. Nor will you see the hugely improved explosions featured in the Death Star and Bespin levels. Or, for that matter, the surprisingly realistic and smooth volumetric cloud effects in Bespin's sub-level. We'll post those videos for you soon enough, though, on IGNcube, so definitely stay tuned. Rogue Leader's curtained-off booth, along with its amazing surround-sound music and sound effects, unbelievable graphics and intense Star Wars action, induced me into a slight pants wetting.

The rest of the day would be spent in meetings with development houses and publishers. I had an exclusive interview with Satoru Iwata lined up for later in the afternoon, and then Sega, followed closely by the second-party players. An assembled freelance team covered much of the third-party appointments whilst Fran, unofficial third-editor Cory Lewis and I focused our time with the Nintendo houses.

Long after the first day of the show had ended, I sat in the IGN "War Room," our writing area, and silently wondered if Nintendo had really delivered the goods. I thought then, and still do, that the company showed only half of its cards, but it had kings and an ace or two. The Nintendo lineup was typical in that it was great, but not plentiful. The important thing to remember, though, is that more is to come at the firm's August Space World show in Tokyo, Japan. There it will unveil Zelda and Mario, and probably playable Metroid and Pokemon too. There will be surprises. There will be follow-up announcements with Sega. There will be Japanese third-party support. And the full picture of GameCube's future will finally be somewhat complete.

E3 2001 was spectacular. But it's hardly over.

— **Matt Casamassina**

Peer Schneider :: Wrap-Up

I spent most of my time at E3 locked up in IGN's writing room, capturing video, and worrying over stuff not working. Luckily, things did work this time around. Last year, some higher force decided to play a trick on all E3 attendees by physically severing the convention center's web connection. That virtually left us without a way to upload our stories and caused some interesting "group dynamics" in our writing room. No, E3 isn't all fun and games. While it may sound like Gamers' Heaven, having to check out hundreds of new games in three days and work around the clock to write about them quickly brings things back down to reality. What's worse? Writing around the clock and not being able to publish the stories. Anyway, that was last year. This year around, everything seemed to work out much better. Our writing room was a bit cramped (see photo next page), but we managed to ►



GameCube :: Feature

MATT & PEER'S E3 WRAP-UPS (cont.)

Get ready for GameCube...

live and write together in peace and harmony without getting anyone seriously hurt.

This was also my first E3 where I didn't cover one platform and actually had time to wander the showfloor and check out some games. The biggest draw for me was still Nintendo's booth. Heck, you can't run a Nintendo site for four years and then suddenly swear off the green elves and fat plumbers cold turkey. I had hands-on time with every Nintendo game, except for Kobe Bryant (sorry, not a basketball fan).

First of all, I don't know what's wrong with all the people dissin' Luigi's Mansion. I must have played it for an hour (spread across three days) and I enjoyed every minute of the game. Okay, maybe not every minute. The dual analog control takes about five minutes to get used to. After some initial difficulties coordinating flashlight/vacuum cleaner control (left stick) with movement (right stick), I was able to explore every nook and cranny of the dark mansion. Although there's plenty of action, Luigi's Mansion is really a puzzle game at heart. You walk into a dark room, examine everything, and then clear the room of ghosts. Once all the ghosts are gone, the lights in that room go on, which let's you know you're done and should move on. Sounds simple, right? The puzzles in the demo version weren't too tough to solve. For example, you see a ghost sitting in a rocking chair reading a book. If you turn around, he disappears. So how can you catch him? Turn away, pretend you're not interested. Wait till the ghost gets distracted from his book, then quickly turn and shine your flashlight right into his eyes. Voila! As you progress through



Luigi's Mansion may not have the flashiest graphics, but it's got character and really cool gameplay elements.

the mansion, puzzles get more elaborate and you even get some new equipment upgrades, such as a water hose. The question remains, of course, will a game set in one particular location be interesting for a long time? Folks, this isn't a Mario Bros. game. You'll have to wait till Spaceworld to see that one. Just like other story-based games like Resident Evil, Luigi's Mansion isn't about moving from world to world to uncover what new pastel colors your console can produce. While the mansion is definitely the central location, other areas shown in Nintendo's demo reel hinted at an elaborate garden and a damp dungeon underneath the house.

Other Nintendo games that exerted an almost eerie magnetism over me were Wave Race: Blue Storm, Rogue Leader, Pikmin, and Kameo. The latter has to be one of the most underrated demo titles shown at E3. The problem is that Kameo was at such an early state that unless you played all the available demo areas, you never really got a good idea what the game is about. I saw many gamers put down the controller in frustration when trying to catch creatures. Given the game's gorgeous graphics and inviting vistas, the area you were able to explore was far too limited. Plus, you couldn't really do anything with the creatures you caught – unless you switched to a different demo level. But anyone who actually had the chance to test out the different gameplay elements would have to agree that Rare is on track to create one of the hottest GameCube games yet. Turning from a fat ape into a skinny monkey in Donkey Kong 64 lost its edge the moment you ►



IGN's E3 booth (above) was a bit cramped at times.



GameCube :: Feature

E3 WRAP-UPS (cont.)

Get ready for GameCube...

found out that all you're basically doing is look for differently colored bananas. In Kameo, the transformations are so radical that you can't help but dream of the cool stuff the designers will let you do with the different creatures. Check out the hi-res movie of the game we posted on IGNinsider and pay attention to how you can transform on the fly, and how well the creatures animate. Can't wait to play this one some more. As for the other GameCube games, Wave Race is just what I expected it to be, Rogue Leader is a dream come true if you're a fan of the Star Wars Trilogy (there were only three movies – Episode One is really part of the Ewok Adventures series), and Pikmin is so addictive, I had to repeatedly pull away our media editor, Jeff Chen, from the demo stations to give other E3 attendees a chance to experience the game. And then there was Game Boy Advance... Four-player Mario Kart will keep me busy until the launch of the GameCube – and I have to admit that Rare's Sabrewulf was one of the coolest gameplay concepts I have seen in a long time.

While Nintendo's impact at E3 was huge, Sony showed why PlayStation 2 is likely to remain the dominant console in the near future. Like it, or not, but the lineup of first- and most importantly third-party PS2 titles was amazing. Overall, I walked away from this E3 confident that gamers can look forward to a huge number of quality titles this Christmas – no matter which platform you choose to own.

– **Peer Schneider** ■

MORE INFO ::

Find out more by logging-on to **IGNcube** or by clicking one of the titles below:



Rogue Squadron 2 ::

cube.ign.com/games/15337.html

Eternal Darkness ::

cube.ign.com/games/15887.html

Pikmin ::

cube.ign.com/games/16510.html

Star Fox Adventures ::

cube.ign.com/games/16140.html

Luigi's Mansion ::

cube.ign.com/games/15453.html



GameCube :: Feature

GAMECUBE DVD

Panasonic GameCube



In addition to its regular GameCube unit, Nintendo also showcased the planned Panasonic GameCube unit, developed by Japanese electronics giant Matsushita. This hybrid version of the GameCube will be released in Japan soon after the console's September launch. What can it do that the regular GameCube can't? It plays back DVDs, Video CDs, and CDs, in addition to duplicating all the functionality of the standard unit. Best of all, the hybrid machine has coaxial and optical outputs and supports both Dolby Digital (AC-3) and DTS in DVD playback mode. According to Matsushita managing director Fumio Otsubo, the machine will be "superior to PlayStation2."

Will we see the Panasonic GameCube in the US? All signs point to "yes." Just don't expect to see it on store shelves this year. Matsushita has enough problems trying to crank out 600,000 standard GameCube disc drives every month – and as Nintendo has said again and again, GameCube is first and foremost a videogame console. Expect a Panasonic GameCube price announcement in the near future.

– **Peer Schneider** ■

Stay tuned to **cube.ign.com** for more info!



Nintendo's Pre-E3 Press Conference

On the morning of May 16th, IGNcube editors rose from their beds after a few short hours of sleep. Strangely there was no urge to lie back into their beds in hope they could enjoy even a few minutes more of sleep. For today was a brighter day (despite the dreary overcast sky in downtown L.A.), Nintendo was finally set to fully unveil its next-generation console, GameCube. All Nintendo's promises and hype would come to a boiling point at its press conference being held at 10:30 A.M. beneath the Biltmore Hotel. Nintendo would either walk away with a lot more respect or would disappoint a great many.

The "Biltmore Bowl" beneath the hotel featured seating for upwards of 1,000 people, and could pass for a small theatre. Bookending the stage were two large jumbo-tron video screens angled out so the entire theatre could see the forthcoming footage. If you got a really good seat near the front row, Nintendo had 32" flatscreen DTVs set up. On a cylindrical podium, sitting center stage was a purple Nintendo GameCube with the newly designed controller leaning on it. The press flocked to it, taking pictures and video of the small wonder before the show started.

Finally after enjoying a pre-show high, the IGNcube team got settled, tested their equipment, and made sure they were properly seated in preparation for the conference. The show kicked off with the usual keynote speeches, but few could focus as anticipation for visual confirmation of GameCube software was growing to an audible buzz. Finally after more promises of greatness, Nintendo rolled the first video reel. The first character on the screen was Mario, but it wasn't the new Mario platform game. The energized Mario was the first character to be revealed from the Super Smash Bros. Melee cast. Nintendo's rock-'em sock-'em fighter back and better than ever with highly detailed character models, and a number of new franchise fighters to choose from. The crowd went wild, but it was an unexpected move by Nintendo. Everyone was expecting to see brief snippets of footage from all of Nintendo's forthcoming GameCube software. As it turns out, Nintendo was teasing the crowd. Super Smash Bros. Melee ran for 3:30 minutes straight, featuring tons FMV and gameplay footage.

The next game to hit the big screen was Luigi's Mansion. It was a shorter demonstration than Super Smash Bros. Melee, but Miyamoto came out on stage and promised to show us more very soon. First, he was going to describe the new controller in detail. Using a laser pointer, Miyamoto talked about his design choices, highlighting the fact that the central positions around the analog stick and A-button are key to the design. After that briefing Miyamoto broke right into a live GameCube demonstration of Luigi's Mansion. He held up the tiny optical disc in his hand and then placed it into the GameCube sitting on the podium in the center of the stage. One of the first points Miyamoto made was that there were virtually no load times at all – a statement that has proved excitingly true for most GameCube software. Then Miyamoto took hold of Luigi and demonstrated how the game worked, while pointing out all the fancy effects like lighting, shadowing, and environmental interaction. Oddly enough the ►



"The first character on the revealed was Mario, but it wasn't the new Mario platform game"



demonstration ended with talk of the Game Boy Advance, and how it work as a controller for the GameCube. Miyamoto said, "This will be able to be used as a Nintendo GameCube controller. We're not going to give you any real concrete examples of that at this show, but as with the single-pak multiplayer modes on the Game Boy Advance, you're not going to need an extra cartridge to use it as a controller. So it's going to be very easy to use. We'll showing you our new ideas with this at our next show [Space World 2001]." We're not exactly sure how Nintendo plans on incorporating this function, but it seems intent on using the feature creatively in the near future.

Miyamoto then trekked off backstage, where Luigi needed his help. He promised to come back out later. Satoru Iwata, Nintendo's Director and General Manager of Corporate Planning, then came out on stage and talked about the design of GameCube. Saying, "Developers aren't fighting this machine. They are loving this machine." In the midst of all this Nintendo managed to slip in the unveiling of Panasonic's GameCube/DVD-player combo, which at first sight looks quite odd, but taking into account its small size it is pretty impressive. Eventually this led into a developer reel which showcased footage of many Nintendo's new games interwoven with positive comments from the second-party developers who've been using the GameCube hardware.

Then came the unveiling of Pikmin – Miyamoto's virtual garden project. The promotional trailer showed footage of the main spaceman character and his many "Pikmin" friends, which was separated by bold labels that proclaimed "Meet the 'Pikmin,'" "Crisis of the 'Pikmin,'" "Organize the 'Pikmin,'" and "Glory of the 'Pikmin.'" At first site Pikmin triggered several giggles, and simultaneous worries that the game may be too odd or tedious for most people. However, directly after the promotional video rolled Miyamoto and lead programmer Colin Reed demonstrated the game live to the somewhat confused audience. Within only moments everyone's fears were put to rest – Pikmin featured a classically intuitive control scheme by Nintendo and looked to have a progressively addictive gameplay design. After the demo Miyamoto pulled Mr. Reed away from his enjoyable game of Pikmin

The final GameCube footage was shown at the end of the conference, featuring clips of all the upcoming games including Star Fox Adventures, Rogue Leader, Super Smash Bros. Melee, Raven Blade, Metroid Prime, Wave Race: Blue Storm, NBA Courtside 2002, Eternal Darkness, Disney's Mickey, Donkey Kong Racing, Mario Kart, and many more. The press conference was an absolute hit and Nintendo had the audience frothing at the mouth to get their hands on GameCube when E3's doors opened the next day. While Nintendo allowed the press to stay for some Q&A, the event was basically over. IGNcube editors packed up and rushed back to the War Room to update with all the new information. The day for the most part had lived up to the editor's expectations. Nintendo was back with a new passion and vigor for the market it practically created.

The Main Event: E3

The doors of the Electronic Entertainment Expo swung open and tens of thousands of members of the industry, media, and fans alike flooded the show floor. Nintendo booth in particular was an instant success, where it offered up nine playable GameCube titles – Pikmin, Luigi's Mansion, Kameo: Elements of Power, Star Wars Rogue Leader: Rogue Squadron 2, Super Smash Bros. Melee, Wave Race: Blue Storm, Eternal Darkness, Star Fox Adventures: Dinosaur Planet, and NBA Courtside 2002. For the most part everything Nintendo had to offer was rock solid. Everything was displayed on 32" Panasonic HDTVs in progressive scan mode, so everything looked crystal clear, and in most cases was running at a blazing 60 frames per second. ►



"The first character on the revealed was Mario, but it wasn't the new Mario platform game"



In terms of title, Nintendo didn't have the sheer volume of titles that Sony or Microsoft had, but what was there drew a large crowd. Rogue Leader, Luigi's Mansion, Wave Race, and Super Smash Bros. Melee especially made it near impossible to navigate Nintendo's booth area. They were almost too popular. The booth was lined with rows of kiosks – usually 3-6 screens per game – and private "dark rooms" where you could hear the games in full surround sound. The booth wasn't overly flashy, but it was extremely

functional. That's not to say there wasn't laser shows, plasma screens hanging above most kiosk areas, and live DJs spinning Nintendo-themed music over the entire booth. There was definitely some glitter to Nintendo's presentation. Outside of Nintendo's own booth, you could Sega and Electronic Arts were the only other companies featuring playable GameCube software. EA showed off its version of Madden NFL 2002, and Sega demonstrated Phantasy Star Online Ver. 2002, Super Monkey Ball, and Virtua Striker 3. On all accounts the software was pretty compelling. Outside of the unique puzzle game, Super Monkey Ball, they were all major franchises that added much needed depth to Nintendo's lineup. Overall the entire show went off without a hitch for Nintendo. The display of third-party support was weak, but the first-party lineup more than made up for it.

We must now wait and watch with anticipation for Nintendo's Space World 2001 show, which takes place only a few weeks before the Japanese launch of GameCube. Considering that E3 was so successful for Nintendo, it's hard to imagine what their Space World show will be like. With any luck, no one will be trampled in the frenzy that will ensue. – **Fran Mirabella** ■

GameCube :: Extras

GAMECUBE HARDWARE

The hardware breakdown of Nintendo's next generation console.

MPU (Microprocessor Unit): IBM PowerPC "Gecko"

- CPU capacity: 925 Dmips (Dhrystone 2.1)
- Internal data precision: 32bit & 64bit floating point

System LSI: "Flipper"

- Clock frequency: 202.5mhz
- Embedded frame buffer: Approx. 2MB
- Embedded texture cache: Approx. 1MB
- Image Processing Function: Fog, subpixel anti-aliasing, HW light x8, alpha mapping, MIPMAP, bilinear filtering, real-time texture decompression (S3TC), etc
- Sound processor: special 16bit DSP
- Minimum number of simultaneously produced sounds: ADPCM: 64ch
- Actual Display capability: 6 million to 12 million polygons per second
- Input: Controller port: x4, Digicard slot: x2, Analog AV output: x1, Digital AV output: x1, High-speed serial port: x2, High-speed parallel port: x1

For a full breakdown of the GameCube hardware, visit:

- Hardware Breakdown - cube.ign.com/hardware/212.html
- Ultimate GameCube FAQ - cube.ign.com/news/23749.html



GameCube Console Dimensions
150mm (W) x 110mm (H) x 161mm (D)



Preview :: Rogue Squadron II

The Factor 5 developed title was one of the most impressive pieces of GameCube software in Nintendo's booth. It was technically superior to almost anything on the show floor, and it had the backing of a time-honored franchise that few could compete with -- Star Wars. Even more importantly, the gameplay for Rogue Leader is centered around the best parts of the original trilogy, which is considered to be by far the best of the series so far. Rogue Leader takes the meaning of "interactive entertainment" to a new level, featuring unparalleled realism in bringing the Star Wars universe to life. Players now have the ability to take a fully-modeled X-Wing (with cockpit view) through the trench run on the first Death Star, attack a giant Star Destroyer composed of over 130,000 polygons with a B-Wing, or a skim through the volumetrically modeled clouds above Bespin in their A-Wing. Rogue Leader is a Star Wars geek's dream come true ■

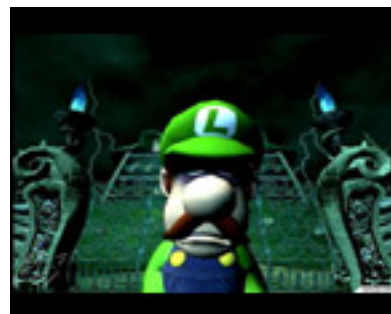
Publisher :: LucasArts
Developer :: Factor 5/LucasArts
Genre :: Action
Players :: 1
Release :: Nov 2001



Preview :: Pikmin

At first site Pikmin seems like another quirky Nintendo game that will only appeal to young Japanese gamers. And, even if you manage to get into the game, it will prove tedious. After all you take control of hundreds of Pikmins in a quest to pick up the pieces of your crash-landed spacecraft. However, you'll be happy to know that Pikmin features an extremely intuitive control scheme and highly addictive gameplay. You start out by pulling just two or three Pikmin from the ground, like weeds. The cute ant-like creatures soon volunteer to do your dirty work, and you realize you will need their help to explore the treacherous foreign planet. Equally, if you want to keep them alive, you need to organize them, giving them enough structure and direction to defeat enemies that would enjoy feasting upon them. Before you know it you've got three Pikmins chopping down a tall flower, 15 others hauling back a defeated opponent to their nest, and 30 more following diligently behind you awaiting your command. If Nintendo has its way, Pikmin may take GameCube by storm. ■

Publisher :: Nintendo
Developer :: Nintendo
Genre :: Strategy
Players :: 1
Release :: Dec 2001



Preview :: Luigi's Mansion

Mario's green brother, Luigi, finds himself in the midst of a ghostbuster-themed adventure. Some of the best parts about Super Mario games were the ghost houses. Nintendo has concentrated that down into one spooky little adventure with Luigi's Mansion. One might think that sucking up ghosts could be pretty boring, but Nintendo has a few tricks up its sleeve. Drawing some influence from Ghostbusters, you have to paralyze the ghosts with your flashlight. Then suck them into your containment unit on your backpack with a vacuum hose. The animation, control (once you adapt to the dual analog system), and graphics are all superb. Mario's lanky-limbed brother has finally got his star role, but it's not going to be easy. ■



Publisher :: Nintendo
Developer :: Nintendo
Genre :: Platform
Players :: 1
Release :: Nov 5, 2001



Douglass C. Perry

This Month in PlayStation 2 ::

I hate to say we told you so, but... A quick look back: After what many considered a broken, unfulfilling launch, and even an uneventful lineup of spring games (to which I disagree wholeheartedly, but we'll save that for later), Sony's PS2 lineup for 2001 is nothing short of stunning.

The PS2 starting lineup of games have arrived in every category, and the bench team looks pretty damn fine, too. What's also great is that jaggies are smoothing out, framerates are speeding up, and designers and developers are learning new ways to exploit the depth of the PS2. Games such as SSX, Z.O.E., Onimusha, and Starfighter are just the tip of the iceberg. Starting this summer, PS2 games will stun and amaze you. Get ready.



For PS2 news, reviews, previews and more visit
<http://ps2.ign.com>.



Feature Story ::

036 :: E3 Wrap-Up

Also In This Issue ::

041 :: Feature - Sony's Online plans

042 :: Previews - The Top 3 PlayStation 2 Games at E3



Preview :: Jak and Daxter

Naughty Dog's beautiful new 3D platformer comes to life on PS2.



Preview :: Wipeout Fusion

Blisteringly fast, gorgeous and finally playable, Studio Liverpool's racer is on target.

Editor's Most Wanted ::

- 1 :: Metroid Prime (NGC)
- 2 :: Super Smash Bros. Melee (NGC)
- 3 :: Luigi's Mansion (NGC)
- 4 :: Wave Race (NGC)
- 5 :: Pikmin (NGC)

Office Abuse ::

Doug's right pinky toe is shaped like a pyramid.



PlayStation 2 :: Feature

DOUG, DAVE & DAVE'S E3 WRAP-UPS

Instead of the nine circles that Dante experienced, we encountered a new circle, or plane of hell, each day.



Douglass C. Perry :: Wrap-Up

The Electronic Entertainment Exposition should mean to me what Pleasure Island meant to Pinocchio, an unending celebration of goodies, treats, and everything I could ever hope for, in videogames, that is. But it's not so. While the first couple of times I visited E3 were truly pleasurable (I've been to every one since the expo started in 1996), the last four events haven't been fun at all, and mostly because of one thing: I had to write about them online.

In short, E3 is what Dante referred to as the Inferno – hell. Instead of the nine circles that Dante experienced, we encountered a new circle, or plane of hell, each day. And they got progressively more sadistic and painful each day. We picked the best games and companies to visit first, and the least favorable ones for the last day. Sure, there are fewer circles than Dante had to visit, but the vertical drop to each circle is much steeper.

Our approach was simply to cover as much as we possibly could. Between Dave Z, David Smith and myself, we wrote just short of 240 stories, an inhuman number of articles, many of them with screenshots, and many with movies. The goal of our site is to cover everything as evenly as possible, and to be a full, complete site in which a reader can find anything he or she wants. That makes E3 really tough for an online site. The only thing about E3 this year is that before we went there, we counted up 205 new and old games that could be shown. One hundred of those were brand new, never-seen-before games, but there were easily more than 200 PlayStation 2 games on the show floor. Just think of all the games that were there last year that are still in production, such as Red Faction, Gran Turismo 3 A-spec, or Supercar Street Challenge. The list goes on and on and on. And that's not counting PS One games, or any other system's games – just PS2 games. To say that it's a bit overwhelming is to jest. It's a tidal wave.

My likes were few and far in between, and only because, as always, I wanted to try everything, but couldn't. My second strategy was to try playing only the best games,

and that quickly failed because even the best ones were split up between us. So, in the end, I played as many of the good ones I could and played all of the mediocre games I had to.

Thankfully, and not so surprisingly, this year's E3 was an absolute stunner for PlayStation 2. I mean, last year we all said that 2001 would be the year for PS2, and this E3 proved it without a doubt. After the show on Sunday as the five straggling IGN writers piled into the rental car and drove north along the 101 toward home, we counted up all of the great PS2 games we saw and played. We discarded the mediocre games, and even threw out the questionable good ones. Our list only included the top-notch AAA games that would make the system absolutely shine. Our accumulated total? Thirty-nine AAA titles for PlayStation 2 that are coming to the system this year. That is a stunning, insane, unbelievable quantity of great games.

From Sony's first-party lineup, SCEA perhaps surprised us the most. The lineup has two of the biggest games of



"Whether they're just damn fast (Wipeout Fusion), or stunningly animated (Jak and Daxter), SCEA had it all at its booth."



PlayStation 2 :: Feature

DOUG, DAVE & DAVE'S E3 WRAP-UPS (cont.)

Instead of nine circles that Dante experienced, we encountered a new circle, of plane of hell, each day.



"Maximo – Wow! Classic 2D gaming in perfect 3D style."

the year, Gran Turismo 3 A-spec and Twisted Metal: Black. Any console manufacturer would love to own these titles and to have them on their system. But that's just the beginning. SCEA also showed Ico, a surreal adventure game that is truly unique unto itself. Then there was Jak and Daxter, and titles from SCEA that SCEA has yet to announce – but will come to the US – including Primal, Wipeout Fusion, Airblade, Dropship, Drakan II, The Getaway, and for those who live it, F1. Take out Drakan II (which looked much better than we expected) and F1, and you still have an unreal lineup of games – some sequels and others totally original.

So, OK, what were my favorite SCEA games at the show? That's easy: Ico, Gran Turismo 3 A-spec, Twisted Metal: Black, Jak and Daxter, and Dropship and Wipeout Fusion (which are TBA). In other words, pretty much all of them. These are the games that made me happy. That took the drooping ends of my lips and lifted them upward. They are the ones that made the show truly worthwhile. I mean, whether they're just damn fast (Wipeout Fusion), or stunningly animated (Jak and Daxter), or far, far out in left field and pleasingly weird (Ico), SCEA had it all at its booth.

What Sony always does well, and where it beat Nintendo in the last console war showdown, is in marketing to an older, broader audience and to woo third parties to its side. This year's E3 was a pageant for Sony to strut this

strategy. Games from Konami, Capcom, Namco, Treasure, Activision, Electronic Arts, Sierra, Infogrames, and Eidos just looked stunning, original, and cropped up like corn in summertime. Everywhere I looked, each booth I visited boasted at least one AAA title, and in some cases, two or three. Konami (Metal Gear Solid 2: Sons of Liberty, Silent Hill 2), Capcom (Devil May Cry, Maximo, Capcom Vs. SNK 2), Namco (Time Crisis 2, and glimpses of Tekken 4 and Soul Calibur 2), Treasure (Stretch Panic), Activision (Tony Hawk's Pro Skater 3), Electronic Arts (SSX: Tricky, NBA Street, Madden, FIFA), Sierra (Half-Life), Infogrames (Stuntman, Splashdown), Rockstar (Grand Theft Auto 3, State of Emergency, Smuggler's Run 2) and Eidos (Legacy of Kain: Blood Omen 2, Legacy of Kain: Soul Reaver 2, the unofficial announcement of TimeSplitters 2, Thunderstrike III). I can go on and on. I mean, Sega announced NFL 2K2 and NBA 2K2, and showed video of Virtua Fighter 4.

But the ones that made me truly happy were the announcements of TimeSplitters 2, ad playable versions of Legacy of Kain 2, Maximo, MGS2, and Splashdown. TimeSplitters 2 will focus primarily on its single-player game, with tons of great Goldeneye-style innovations, touches, stealth, and cleverness. The Level Editor is bigger, and more robust than ever, sporting placable videocameras, a variety of mission objectives, and even more kinds of rooms, halls, levels, and connecting pieces. Maximo – Wow! Classic 2D gaming in perfect 3D style. Finally! Devil May Cry – what a beautiful, stylistic piece of code. It's fast, it's engaging, and it's original. Soul Reaver 2 – with new puzzles, 60 fps gameplay, and an entirely new combat engine, that game is going to smoke! MGS2 – what need I say? This game is already a masterpiece. And Splashdown looks to rival Waverace with a phenomenal sense of control, gorgeously displayed water effects, and a slightly more sim essence than any other game of its kind.

So yeah, the going was tough, but that's when the weird turn pro, and if you haven't met my staff and I yet, we fit this description to a T. Hell only lasts for five days (two before and the three during), and so I can take it, annually. Perhaps I keep coming back to E3 each as an online reporter because I love pain. It could be because that I fear leaving the industry would mean getting a real job (and who wants that?), or maybe it's just because there really is nothing better than playing games for a living. I mean, how cool is that? Playing games for a living. Oh, there is one thing that I did leave out about E3. What's that? What do I really love about E3? That it's over. Now I can finally catch up on some sleep.

– Douglass C. Perry

Dave Z & Dave S Wrap-Up ►



PlayStation 2 :: Feature

DOUG, DAVE & DAVE'S E3 WRAP-UPS (cont.)

Instead of nine circles that Dante experienced, we encountered a new circle, of plane of hell, each day.

Dave Zdyrko :: Wrap-Up

This year's E3 was an odd one. The lavishness of the show seemed to be at a lower level than any of the E3s that I've attended, with my first being the 1997 show in Atlanta, Georgia. The booths all seemed a bit stale in comparison to past efforts (nobody had a booth that came close to what Sega had last year), there weren't as many booth babes, and with the exception of Sony and its three big parties, it seemed like companies spent a lot less money than they had in the past.

However, while the level of extravagance was at an all-time low, the 2001 E3 will go down as my personal favorite show. How can this be? Well, despite the diminishing number of booth babes, the show's performance destroyed past exhibitions because of the quantity of quality software that was present. That's right, this year's E3 was dominated by games. And, isn't that what it's really all about?

Even though most of the PlayStation 2 software was already shown previously, the system still had a ton of triple-A titles that were playable for the first time. State of Emergency rocked my world (and the Senate's), Naughty Dog's Jak and Daxter is proving to be all that and much more, Capcom's Maximo was surprisingly amazing, Square's Kingdom Hearts is growing on me more and more every time I see it, Tony Hawk 3 is pure gold, and the thought Twisted Metal Online is enough to make me want Sony's PS2 network adapter and hard drive.

Hell, that's not even all of it. Madden NFL 2002 and NCAA Football 2002 were both playable for the first time and looked fantastic. Madden is improved over last year's version and NCAA is going to make college football fans cream their shorts this fall. Also at EA's booth, I got the chance to sit down with Coolio and play the current PlayStation 2 rev of SSX Tricky, which is shaping up quite well. It's no longer just a special edition but a truly improved sequel.

And even though the games have been shown previously, there's no denying that games like Final Fantasy X, Metal Gear Solid 2: Sons of Liberty, Gran Turismo 3 A-spec, Twisted Metal: Black, Ico, and Grand Theft Auto III are grade-A titles. After the show, we counted 39 different titles shown for PS2 that will be released in the next year that are triple-A games – that's freaking amazing. What's even more impressive is that the PlayStation 2 wasn't the only system with so many great games. The showing for the PC might have been a bit limited when compared to past shows, but I managed to see several must-have titles in the little I got to see of PC software. The new Star Wars RPG from BioWare is looking amazing, Soldier of Fortune 2 drew huge crowds, and the



"Twisted Metal Online is enough to make me want Sony's PS2 network adapter and hard drive."

massively multiplayer Star Wars game from LucasArts, Star Wars Galaxies, stole the show according to everyone that was lucky enough to witness it.

Despite the phenomenal showing by the PlayStation 2 and the PC, the big winner was probably Nintendo and its newfound GameCube. The PS2 does have more triple-A titles coming out in the next year than the GameCube will have games, but everything that was shown by Nintendo looked fantastic and was pretty much shown for the first time, so it had a greater impact on the attendees. Rogue Squadron and Wave Race are enough for me to want to have this system and I definitely want to play more of games like Luigi's Mansion, Pikman, Eternal Darkness and Super Smash Bros.

Nintendo's big GameCube debut and the PlayStation 2's tremendous software line-up kind of made the Xbox's showing a little less stellar than it actually was. The truth is that there was a lot of quality software for the Xbox, it just wasn't as abundant as what was playable for the PS2 and it didn't have the license name recognition that was offered by Nintendo or Sega.

Games like Gotham, Halo and Munch looked fantastic, but they're not going to compete with the likes of Final Fantasy, Metal Gear or Luigi in getting the attention of the typical gamer. And even though most Xbox games that were shown for Xbox and PS2 looked better on Microsoft's machine, a better looking Test Drive isn't going to ►



PlayStation 2 :: Feature

DOUG, DAVE & DAVE'S E3 WRAP-UPS (cont.)

Instead of nine circles that Dante experienced, we encountered a new circle, of plane of hell, each day.

convince anyone to buy an Xbox over PS2 when Sony's black box has Gran Turismo 3.

So, even though it was probably the worst of the bunch, for the reasons I just mentioned, the Xbox still had a lot of quality software for it. All in all, this was the best E3 that I've been to since I've been going to it, and it was the best because it had the greatest number of must-have titles. For next year, I'm hoping for the same great showing on the game front, but hopefully a little more babes. Please?

– Dave Zdyrko

Dave Smith :: Wrap-Up

E3? What am I supposed to say about E3?

See, I hate E3. Hate it. Beginning to end, top to bottom, everything about the show, I hate it. Everything there, everyone around me, the entire massive spectacle is in fact just a massive conspiracy designed to wear me out, starve me, deprive me of sleep, and waste my time, which could be spent covering all these games in an infinitely more efficient manner if only the industry weren't fixated on having its great big annual free-booze bash. And I don't drink, so even that one sliver of entertainment is denied me.

So asking me to say what I liked at E3 is a bit of a silly question, because there's hardly any such thing. Even the new Metal Gear Solid 2 trailer was marred by having to watch it through a viewfinder and get paranoid about how

the movies would turn out, and my last chance ever to chat with Hideo Kojima was crashed by hideous unpreparedness and aggravating fellow interviewers.

There's a good example of what's wrong with E3, actually. I've thirty minutes to talk to someone who, both personally and professionally, I respect and admire more than just about anybody else in the videogames business. Hideo Kojima is a seriously great guy, not kidding you. Amazing dress sense, even. There are all sorts of questions I would love to ask him, and which I would ask him if I had just half a moment to clear my head and a calm environment in which to sit down and have a civilized conversation. It could actually turn out quite wonderfully.

It doesn't, however, because I have no such half-moments and my surroundings are the antithesis of such an environment. It is noisy and grim all about me, with the sound of the crowd outside bleeding in through the walls, and I've been on my feet a good eight hours seeing games, filming games, talking about games, and having my time wasted by someone from Infogrames who refuse to be deterred from showing me the Xbox version of NASCAR Heat and seemed to think that we had absolutely no need whatsoever to see games like Stuntman. So we didn't see Stuntman. The next Reflections game, billed as the big successor to Driver, and we never got to see it. I don't remember your name worthless Infogrames dude, but I'll be back for you later...you can count on it.

Capcom also earned a little bile for making me sit through presentations on the brilliant sales and marketing campaign that drove the success of Onimusha (THIS GAME IS OUT! THIS GAME HAS BEEN REVIEWED!), but at least they gave me their B-roll tape and cut the crap in time for me to play a little Maximo.

The strange need these people have to toot their own horn astounds me, however, which is why it's so wonderfully refreshing when you encounter someone with a sincere desire to shut up and get on with the business of making games, while at the same time allowing me to get on with my business of writing about them.

Here we come back to Mr. Kojima and his associates, because he and they are both a sterling example of this principle. When the time came for Metal Gear Solid 2 to be feted at the SCEA press conference, Kojima took the least time behind the microphone of anybody – even though he got the loudest ovation of the afternoon, he was there of all of twenty seconds before the footage rolled. Here is a man who is confident in his work, and who has the humility to recognize that the game is of more value to the audience than the sound of his voice. This impressed me a great deal. ▶



"The next Reflections game, billed as the big successor to Driver, and we never get to see it."



PlayStation 2 :: Feature

DOUG, DAVE & DAVE'S E3 WRAP-UPS (cont.)

Instead of nine circles that Dante experienced, we encountered a new circle, of plane of hell, each day.

I continued to be impressed by the KCEJ staff when we went to interview Mr. Kojima two days later. His regular interpreter is Scott Dolph, who handles all manner of international relations for that branch of Konami -- a finer translator I have never dealt with as yet, and again, he made a point not to waste his time, Mr. Kojima's time, or my time. We walked into the office, sat down, and in ten seconds he finished off three questions that would have otherwise eaten at least two minutes: "Yes, David Hayter will be the voice of Snake; yes, it will be longer than the first game; no, we have no comment on Xbox." Some people might be offended by the shortness of his tone, but I was merely grateful to meet someone who finally had the forethought to try and save me some time and effort, rather than consume it with fruitless repetition.

For those few moments, then, I didn't hate E3. Doesn't make up for the other 96 hours of misery, certainly, but all those clouds certainly do make the few breaks of sun brighter.

-- Dave Smith ■



"Kojima is a man who has the humility to recognize that the game is of more value to the audience than the sound of his voice."

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SPOTLIGHT ON :: Sony's Online Strategy ▶



Sony finally unveils the whole shebang – the partners, the hardware, and the games.

by Douglass C. Perry

After the much hype, a prolonged wait, and a shifting poker faced appearance, Sony Computer Entertainment America finally revealed its hand at E3 this past May. Ultimately, SCEA delivered on its early promise to enter the Netherlands of the online world when it made a slew of major announcements that are certain to transform the PS2 marketplace.

SCEA's plans are to widen the scope of the PS2 by adding computer-like abilities. The system now plays games and DVD movies, but soon players will be able to chat, send and receive messages, browse sites online, play online games, and download music, movies, and games to their PlayStation 2 this fall. You see, it's all part of the master plan.

SCEA made several announcements prior to E3 that helped to clarify its goals when it announced its new corral of partners. Along with a partnership with AOL/Warner in

"all of these partnerships mean gamers can do everything they're doing on their PC on PS2"

which PS2 users will receive a customized version of Netscape Navigator for their PS2, gamers that want to go online with PS2 will also have the ability to use streaming media via RealPlayer technology as well as Flash animations via Macromedia Flash Player. SCEA also partnered with Cisco to create complex network traffic solutions for multiplayer online games, and to create a protocol stack for fast, unburdened online play.

The PS2 now has a solid hard drive and online connector. Due this November, the 40 GB hard disc drive (price to be announced) slips into the back-end of the PS2's rear port, and the network adapter attaches (56k analog modem and Ethernet compatible; \$39) to the back-end of the hard drive, adding a small vertical lip to the PS2's rear portion when both are connected. Both are easy to attach and detach, too.

SCEA also announced the availability of a high-end, NTSC-, Pal-, and XGA-compatible LCD screen, a keyboard and mousesetup (due in winter 2001), a DVD wireless remote (due in September; \$19.99), featuring all of the standard remote capabilities. And last but not least, a lovely little mousepad. Really.

In short, all of these partnerships mean gamers can do everything they're doing on their PC on PS2, chat, browse, watch flash movies, email their moms, whatever. And Sony's announcements make solid business sense. Going up against Microsoft's Xbox, the PS2 wouldn't choose Microsoft's Explorer as its online browser of choice, and it needs strong Net-based players to ensure broad appeal, durability, and secure lines.

So what does the game lineup look like with a solid foundation of partners established? The first group of games to boast online play spotlights Tony Hawk's Pro Skater 3, Tribes (actually, it's a port of Tribes II), Frequency, Twisted Metal Online, and SOCOM: U.S. Navy Seals (SCEA).

Tony Hawk 3 and Twisted Metal: Black stand out from the crowd as huge franchises that could be instant sellers. Although Activision has been strangely quiet about its online PS2 plans, Tony Hawk 3 works with broadband, narrowband, and LAN capabilities. Twisted Metal: Black, due this June as a standalone PS2 game, requires the separate disc of Twisted Metal Online, due this fall. Players must have Twisted Metal: Black in order for TM Online to work. No price point has been established for this game yet. But believe me, if it's anything like the game, it's going to kick serious booty.

Frequency is a unique game with arcade and puzzle-like elements that creates a fast, frenzied online experience, and looks to appeal to music-loving gamers with its Rave-ish music and flashing, psychedelic design. Socom and Tribes look to satisfy the gunman in every player, with third- and first-person perspectives, respectively.

With these announcements, Sony has laid its basic online foundations. We admit, this all looks pretty skimpy right now, and we're not even sure how many people will spend extra money on the hardware that it takes to connect their PS2s to the 'Net. The lineup actually looks quite small, with respect to everything else that Sony has done to this point, and so hopefully within the next six months, a gaggle of new online games, including the never-talked about PS2 version of EverQuest, should be announced. But the plans have materialized, and the games are bound to come along the pike in good time. And hopefully, PC ports won't be the name of the game. If Sony creates strong, unique, and exclusive games for the system, its online plans will succeed with time.

– Douglass C. Perry ■



Preview :: Jak and Daxter

Naughty Dog's first PlayStation 2 game didn't strike me like a hammer on the head when I first saw it. The game just looked like a standard 3D platformer. I wasn't wrong in my first impression, because that's what it appears to be at first site. The game, however, is, as the cliché goes, much more than that. The animation is Disney-esque, and the fluid motion and sense of control is undiluted, practically perfect. The character design is endearing, even adorable, and the gameplay, slowly, gradually grows on you. OK, it's not that slow. After solving one puzzle I was hooked. This game is a must-have. ■



Publisher :: SCEA
Developer :: Naughty Dog
Genre :: Action
Players :: 1
Release :: **Winter 2001**



Preview :: Maximo

God bless the old-skool! God was I happy to see Maximo. I have recently noticed that I miss 2D shooters, side-scrollers, and fighters a lot more than I used to, and Maximo sweeps up all of the good, innocent fun that permeates those classics, and delivers it seamlessly in 3D. The game shows technical prowess, with excellent and detailed textures, clean polygonal architecture, and a quick 60 fps. God, this game is going to be fun. ■



Publisher :: Capcom
Developer :: Capcom
Genre :: Action
Players :: 1
Release :: **Nov 2001**



Preview :: Wipeout Fusion

All I can say is "finally." Finally, we get to see the game we have been longing for since one year ago. Although I didn't play more than 10 minutes of Wipeout Fusion, the game is as fast as I had hoped it would be, and it controls smoothly and fluidly. What I noticed in this game is that a 360-degree loop, which has never ever felt like a real live roller coaster loop in the past, truly felt like a roller coaster loop in Wipeout Fusion. SCEA will announce this game soon enough, and I will be a happy, happy man when it does. ■



Publisher :: SCEA
Developer :: Studio Liverpool
Genre :: Racing
Players :: 2
Release :: **TBA 2001**

**Craig Harris**

This Month in Handhelds ::

It's difficult marking your calendar for the release of the Game Boy Advance. Though you may have already placed an X on June 11th (the day Nintendo announced), you might have realized that most stores don't get shipments on Mondays – packages don't get shipped on Sundays, and Monday's shipments are generally stock resupplies. So the odds of a June 11th ship are smaller than you may have realized.

Many retailers are playing it safe and informing consumers that the system will be on sale on June 12th. That's definitely a good date to bet on, as if Nintendo ships the systems on the date they've announced, then they'll hit stores as early as the next day.

But, Nintendo may be shipping systems to stores in anticipation of a June 11th release – several third-party publishers have already sent their final boxed copies to stores, and many readers have already picked up a few launch titles. The chances of these stores getting systems early are extremely high – but they may be under a strict embargo not to sell units until the release date.

But we all know that when one store breaks the launch date, all other retailers fall like a house of cards – they don't want to miss out or lose out on any sales to the competitors. If the systems ship to stores early for the June 11th release, there's a good chance the systems will leak out for sale.

My point: Throw that June 11th date out the window and expect an early release for the Game Boy Advance. ■



Feature Story ::

044 :: E3 Wrap-Up

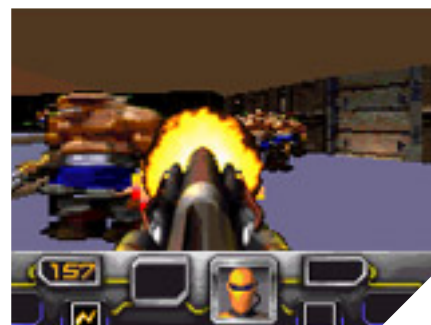
Also In This Issue ::

046 :: Previews - The Top 3 Game Boy Advance Games at E3



Preview :: Tony Hawk Pro Skater2

The birdman takes flight in one of the top GBA titles so far.



Preview :: Dark Arena

First person shooters? On the GBA? You can't be serious...

Editor's Most Wanted ::

- 1 :: Tony Hawk's Pro Skater 2 (GBA)
- 2 :: Super Smash Bros. Melee (NGC)
- 3 :: Starfox Adventures: DP (NGC)
- 4 :: Rogue Squadron II (NGC)
- 5 :: Maximo (PS2)

Office Abuse ::

Craig once ate an entire canned ham, juice and all, on a \$20 bet.



Handhelds :: Feature **CRAIG'S E3 WRAP-UP**

Though the Game Boy Advance was overshadowed by the "Big Boys", there was plenty to see on Nintendo's new portable.



Craig Harris :: Wrap-Up

For someone like myself who only covers the handheld side of the videogame fence, this year's E3 was both a surprise and predictable.

Here we are, on the verge of the Game Boy Advance's US debut – and all Nintendo can do is blather on about how great the company's GameCube is. Where's the Game Boy love? I mean, I sat through that damn press conference expecting a bunch of scantily clad models carting out the little handheld to the beat of hard-driving techno, but noooooooo...Nintendo pretty much had handheld amnesia. They might as well have put a thought balloon over Peter Main's head, saying "Game Boy What?"

Well, that's not entirely true, but it sure felt that way. Nintendo held its usual pre-E3 press conference the day before the actual convention, and the company had its usual Peter Main presentation, talking about the state of Nintendo. The beginning of the speech touched upon the Game Boy Advance and its place in Nintendo's line-up, but after about two minutes of talking about that, the conference exploded into this two hour GameCube-athon where Nintendo gushed over its new console.

Oh, sure...the system's amazing, and the games are incredible, and I want one...but I was there for Game Boy Advance, dammit. I wanted to see Game Boy Advance.

And the show itself was very similar in attitude – the Game Boy Advance existed on the expo floor, but it was pretty much eclipsed by all the big-boy systems: PlayStation 2, X-Box, and yep, the GameCube. Of course, Nintendo made sure it wasn't completely ignoring its tiny system – over in the corner, in the quiet part of the company's E3 booth, were at least 80 GBA systems playing games such as Mario Kart Advance, Donkey Kong Coconut Crackers, Advance Wars, Super Mario Advance, F-Zero, and Wario Land 4. And just to make handheld gamers happy, the company also dressed up attractive women in blue/black jumpsuits with Game Boy Advance systems tethered in breast and hip pockets. Somehow I was strangely attracted to the systems on top...

Other companies had Game Boy Advance titles to show off, but there weren't a whole heck of a lot of AAA titles –

Activision's Tony Hawk 2 stole the show as expected, and the company's Spider-Man also had a lot of merit. Capcom had a great display, too, with a lot of old-school titles in their line-up including Final Fight and Super Street Fighter II...they all looked as good as the SNES and arcade versions, shrunk down onto the smaller screen. Universal Interactive's Spyro the Dragon was impressive but way early, and Sega's first year as a GBA publisher was underwhelming but strong, with Sonic the Hedgehog topping its handheld library. Majesco had a booth tucked away upstairs, away from the show – but any GBA fan had to stop by as the company's working on a lot of key handhelds, including Dark Arena, F14, and Fortress – Fortress needs a tweak in the control and framerate department, but it looks like it could be a sleeper given enough time and attention.



"Capcom had a great display with a lot of old-school titles in their line-up."

It was interesting being the only kid in town only focusing on the Game Boy Advance at E3. But, I'm a gamer at heart, so I was looking at all the systems. PlayStation 2 had a decent showing, with Maximo drawing most of my attention – despite what Capcom's officially saying, the game is indeed a 3D version of Ghost n Goblins...and that's a very good thing. Nothing really drew me to the X-Box – the games looked nice, but every single ►



Handhelds :: Feature

CRAIG'S E3 WRAP-UP (cont.)

Though the GBA was overshadowed by the "Big Boys", there was plenty to see on Nintendo's new portable.



"the GBA's going to sell with or without the push...it's just that awesome."

one of them had an inconsistent PC-style framerate. Plus, the controller is massive – it's a Dreamcast pad times two...you need a spotter just to lift the thing into your hands.

When I wasn't out scouting the floor for Game Boy Advance titles, I found myself back at Nintendo's GameCube area. I can see why Nintendo wants to push this one over the Game Boy Advance – the GBA's going to sell with or without the push...it's just that awesome. Personally, I think the GameCube was the system to play at the show – the company only had like 10 games announced and displayed, but I want several of them for my very own.

Topping my list was Super Smash Bros. Melee – I literally wrote the book on the original game, and the GameCube version doesn't fix what wasn't broke. It's got more characters, more power-ups, more stages, more Pokémon...and the gameplay is nearly identical. My only complaint was with the button configuration – the GC controller is a dream to hold, but it was hard to figure out how to control the characters, especially after playing the Nintendo 64 version for hours at a time.

Star Fox Adventures: Dinosaur Planet was also a key title that I'm really looking forward to. I'm a big Star Fox fan, and even though the GC game is more an existing game design with the Star Fox characters shoehorned into it, I feel that the game will do the series justice – if Rare

fixes a lot of the problems that were evident in the E3 demo: framerate problems, poor facial animations of the main character, and slight pauses during the action. But the team has five months to work on it – let's hope that's enough time.

The Game Boy Advance had a decent showing, but its appearance was like a cameo in a movie – noticeable but underplayed. The system's going to sell like hotcakes when it hits the shelves in just a few weeks, but the handheld market is apparently always going to take the backseat to the big boy consoles. That's just the way it goes...and you know what? I don't care – it means more games just for me! – **Craig Harris** ■

Spyro the Dragon: Season of Ice



Castlevania: Circle of the Moon



Mario Kart Advance





Preview :: Tony Hawk Pro Skater 2

After months of us giving the game glowing praise, the Game Boy Advance version of Tony Hawk's Pro Skater 2 is finally unleashed to the public this month. The game was in finished form at this year's E3, but, of course, the Expo wasn't nearly enough opportunity to play through all the levels in the game – much of our playtime happened months ago in various stages of development. But rest assured, this game is completely top-notch – it will be the game to get for the system when the Game Boy Advance launches on June 11th. Its graphics are as close as you're going to get on the 2D-friendly hardware, with gameplay that's a spot-on match with its console relatives – the GBA version of Tony Hawk plays so much like the actual thing, it's downright breathtaking. ■



Publisher :: Activision
Developer :: Vicarious Visions
Genre :: Action
Players :: 1
Release :: June 11, 2001



Preview :: Street Fighter II Turbo Revival

The Game Boy Advance hardware was designed with several of the same capabilities as Nintendo's past console (the Super NES), so it's not surprising to see that several developers are working on conversions of previous console games...it makes for quick development when most of the art assets are already complete. Capcom doesn't waste too much time bringing its key fighter to the handheld, as the company used E3 to show off the latest version of its handheld Street Fighter game. The title plays as much like the game did in the arcades and SNES, but with two missing buttons – because the system only has A, B, L, and R action buttons, two sets of punches and kicks have to share the same control. The presentation on the GBA has been kicked up a few notches, with stunning new character artwork and a dynamic interface – it's extremely impressive visually, and a whole lot of fun to play, too. Make sure you grab a second copy and a link cable for two players. ■



Publisher :: Capcom
Developer :: Capcom
Genre :: Fighting
Players :: 2
Release :: TBA 2001

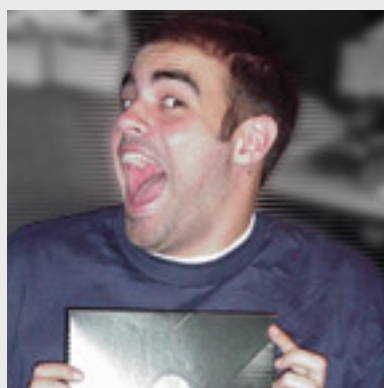


Preview :: Dark Arena

First-person shooters are a normal genre of game design now, and with the Game Boy Advance comes a new system to create them on. Unfortunately, the hardware – as powerful as it is – was not designed to handle sophisticated graphics. But hey – neither were the old-time 386 PC computers of a decade ago, and developers have been designing FPS games in a similar vein as Doom and Duke Nukem. Dark Arena is one of at least four FPS games in development for the handheld, and Majesco's game is definitely the most impressive, at least visually. Wall textures are extremely detailed, the flow of the game moves at a smooth framerate, and the engine allows for more elaborately-designed levels with scaffoldings and staircases – gameplay is still a priority, but the version at E3 didn't have much to do other than wander the arenas and shoot off a few weapons. ■



Publisher :: Majesco
Developer :: Graphic State Games
Genre :: Action
Players :: 4
Release :: Nov 2001



Brandon Justice

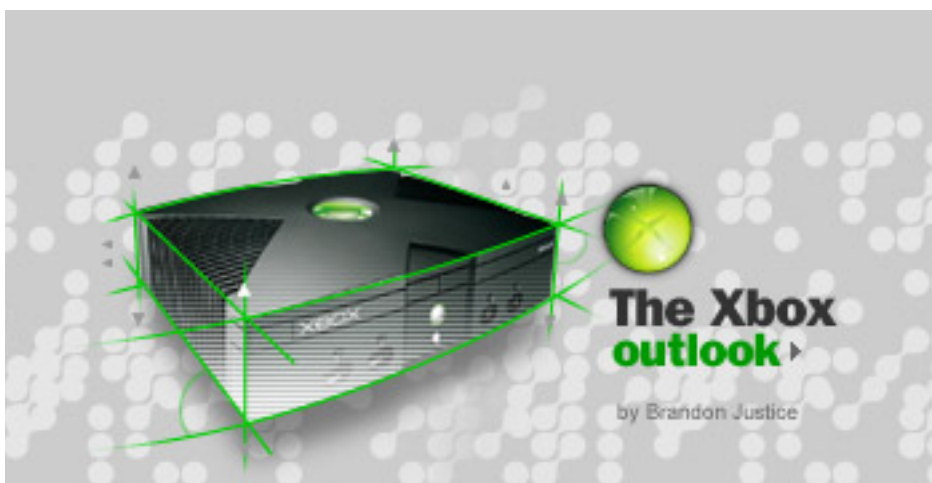
This Month in Xbox ::

November 8th, 2001. Seems like a pretty normal day on the surface, but after this year's Electronic Entertainment Expo, Xbox enthusiasts now know that this is the day when they'll finally be able to see the type of content Microsoft has in store for the console world. Will they change the industry? Will they deliver more of the same? Or will they deliver at all? That remains to be seen, but either way, we'll know in just a few short months.

Now that E3 has come and gone, Xbox enthusiasts finally have a bit more meat to chew on between now and then, but I have to wonder, is this enough to get you guys excited, or does Microsoft need to do more? In this month's main feature, our "E3 Xbox Outlook," we'll be examining this very issue, as well as taking a look at our top picks from the show. Hope you guys dig it!



For more Xbox news, reviews, previews, and more, visit <http://xbox.ign.com>.

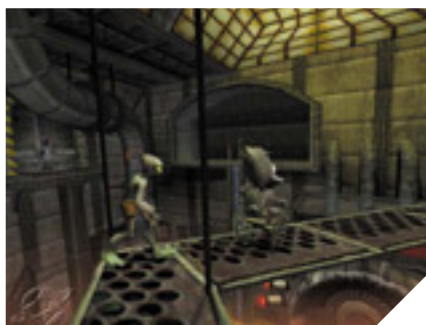


Feature Story ::

048 :: The Xbox Outlook: E3 2001

Also In This Issue ::

050 :: Previews - The Top 3 Xbox Games at E3



Preview :: Munch's Oddysee

Oddworld says "I got your killer app right here, pal."



Preview :: Enclave

Starbreeze's 3rd person action game comes out of nowhere.

Editor's Most Wanted ::

- 1 :: Amped: Freestyle Snowboarding
- 2 :: Oddworld: Munch's Oddysee
- 3 :: Twisted Metal Black (PS2)
- 4 :: Enclave
- 5 :: Red Faction (PC)

Office Abuse ::

Animal Brandon would most like to be reincarnated as: flying monkey.



Microsoft unlocks the 'Box at the industry's most important event, but was it enough?

The Electronic Entertainment Expo. Aside from begin a royal pain in our asses as online journalists, it's also our budding industry's big dance. Typically speaking, it's the time of year when people throw big parties, showgoers shoes get worn to the sole, and game companies start their media pushes for their big fall efforts, and this year was no different...or was it?

For the first time in years, E3 had become center stage for the unveiling of not one, but two major consoles, and as part of this monumental occasion, all eyes were on Microsoft as they finally let the world in for a better view of all things Xbox. But, did they manage to make a favorable impression? Well, yes and no.

On the surface, the Xbox's big day out was a letdown, but if you're willing to look a bit deeper with me, let's take a look at the E3 experience from an Xbox perspective, and I'll try to let you guys come to your own conclusions.

Big Announcements for a Big Box

While Microsoft has several incredible hurdles to overcome on their quest to break into the console market, their first opponent was undoubtedly their own ability to meet the market where it's at, and thankfully, it appears as if they will at least have a fighting chance this Fall. The console will be arriving on November 8th, 2001, and will be checking in at a comparable \$299.99. This was a pretty huge announcement on both fronts, as many in the industry did not think the console would hit this year, and furthermore, concerns about the cost of the console were high going into the show, as many feared there was no way the console could hit at under \$300.

Microsoft was true to their word, however, and though Nintendo confirmed that they would meet the challenge from the upstart Xbox head-on by launching in the same week at a lower price point, it looks as though the console will have a fighting chance in that it will still be out in time to put up a fight.

(1st) Party Over Here!

How much of fight will have a lot to do with how quickly Microsoft can get together a respectable software line-up

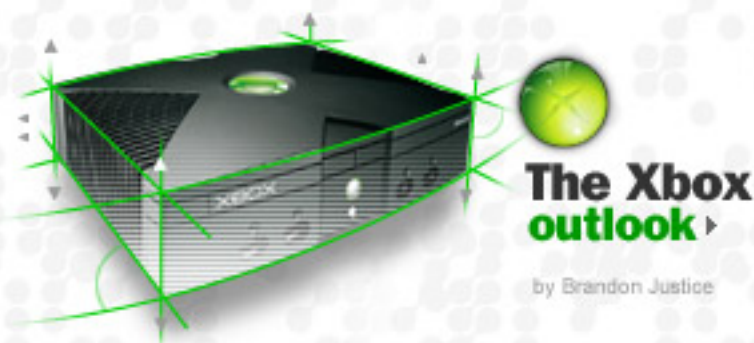
for the Xbox, and as part of this effort, Ed Fries and company are putting a lot of Microsoft's considerable resources behind their first-party software. To help punctuate that point, their pre-show press conference actually began with an impressive show Oddworld Inhabitants co-founder Lorne Lanning.

His studio's first title, Oddworld: Munch's Oddysee, should be an incredibly important title to gauge the future of Microsoft's chances in this industry, as it has all the necessary tools to be a hit: name recognition, breath-taking visuals, and gripping gameplay that all reflect a desire to move games forward. The question of whether or not Microsoft can take those qualities and turn them into a retail success still remains unanswered, but from the looks of things, the games will be there.

In addition to Munch, Microsoft's 1st party stable will be led by a handful of impressive launch titles on display, including bizarre Creations' Project Gotham, a visually



"Munch's Oddysee should be an incredibly important title to gauge the future of Microsoft's chances in the industry"



unparalleled street racing game based on the company's extremely playable Metropolis Street Racer for Dreamcast. Microsoft's Utah studio came up big with their promising action sports title, Amped: Freestyle Snowboarding, and Blitz Games Fuzion Frenzy looks to fill in nicely in the party game department with slick graphics and an ton of arcade mini-games. Bungie's much-heralded Halo was also in the house, and though it was a bit rough around the edges at the show, it should be a nice mainstream bookened to help round out the Xbox's premiere launch games.

Who's on 3rd?

Thankfully, the 3rd party group at Microsoft has done a bang-up job of getting several powerful friends to help them in the fight. Unlike Nintendo's anemic support at the show, Microsoft managed to rally behind several major publishers, and their launch line-up will be bolstered by several major players, such as EA, Infogrames, and Sega.

While it can hardly be argued that Microsoft's line-up will compete with Sony's awesome showing of 3rd party support, games like Madden 2002, Jet Set Radio Future, Tony Hawk 2x, Mad Dash, WWF Raw is War and SSX: Tricky are set to combine with the Xbox's 1st party titles for a line-up that is hardly shabby. In fact, we'd go so far as to say that from the looks of things, they'll have one of the most playable line-ups in the history of console launches.

But all is not rosy in the word of 3rd party support. Despite an announcement of support from the folks at Capcom, few companies outside the US seemed willing to commit major exclusives to the Xbox, and the only word from Square was seemingly negative, as Microsoft's online plan will apparently conflict with the company's PlayOnline initiative. The Xbox may have an above-average launch, but if it can't manage a few more surprises from Japan and a few more exclusives back home, their chances establishing a large foothold will be spotty at best.

If Microsoft hopes to make a real impact, they'll need more games like Crazy Taxi Next, Unreal Championship, Dead or Alive 3, and less ports of stale franchises like Test Drive, NFL Blitz, and NASCAR Heat. Let's hope their thinking the same thing.

Set-up for a Showdown

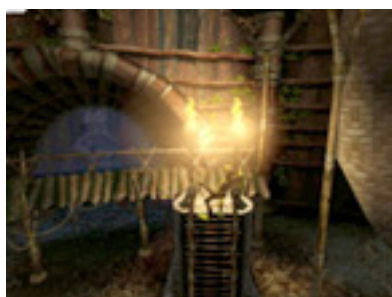
At this point, it is hard to get a handle on what Microsoft is thinking exactly, but despite many claims that their showing was a letdown, upon closer examination, it seem more like the Xbox is on track for a great start. With that said, the fact that Sony will have a year-head jump on them met with the knowledge Nintendo will take a huge chunk of the spotlight in November has to have Microsoft nervous about their showing at this year's E3.

Unfortunately, it seems as if the battle will be too early to call. From the looks of things, Microsoft has a solid foundation of games, and depending on how effectively they distribute their message, they could be set to surprise a few folks this fall. If they screw it up, they just might blow on of the most inviting console entries this side of the Sega Dreamcast. Let's hope they take a few cues from their competitors and unleash the 'Box with a bang.

— **Brandon Justice** ■



"few companies outside the US seemed willing to commite major exclusives to the Xbox"



Preview ::
Oddworld: Munch's Oddysee

By far, my favorite game in the Xbox software line-up, as well as my favorite game at E3 was undoubtedly Oddworld: Munch's Oddysee. Bringing a 2-D series into the 3-D realm and still managing to keep it interesting is no small task, but from what we saw at the show, Oddworld is set to take their classic formula of personality and precise gameplay into a new era of technology, and they're going to do it in a way that should be incredibly enjoyable to play.

As is the case with most Oddworld games, Munch will combine incredible visual artistry with some really cool creatures, the only ones in this industry that seem to want to rival the zany, dark humor found in many of Jim Henson's works, and from where we're sitting, it will be a refreshing change.

Easily the launch's biggest title, and one of the holiday season's most important games, we expect nothing short of brilliance from Oddworld, and from the looks of things at E3, it won't disappoint. ■

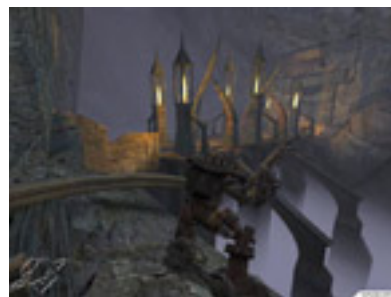


Preview ::
Amped: Freestyle Snowboarding

Our number two game came as bit of a surprise to us, as its last showing was something of a disappointment. At GameStock 2001, Amped: Freestyle Snowboarding came off as an early, unpolished game that was ignorant to precedents recently set in the market.

The good news is, the Amped of E3 2001 was a lean, mean, genre-busting machine with awesome control, much-improved visuals, and some really cool ideas for character progression and audio enhancement. This game was looking so sharp, we're as pumped about Amped as we are THPS3...and that's saying something.

With about 4 solid months of development left, we're only expecting this game to get better, but as it stands now, the Xbox's biggest surprise at the show is also one of 1st party's best titles. ■



Preview ::
Enclave

Rounding out our list was a game that we hoped would rock the house, and thankfully, when we finally got our hands on Enclave, it didn't disappoint. This 3rd person action game is still a ways off, but even an early look at the title tells us that, if it continues along its current path, it will be one of the Xbox's most important titles.

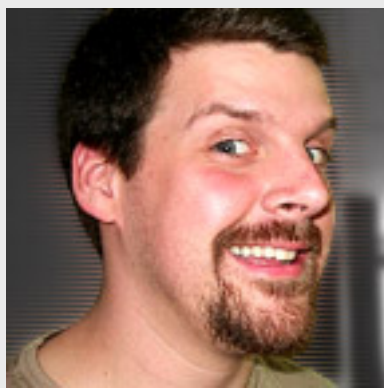
Basically, the game is a mix of Team fortress, Tribes, and Dungeons and Dragons, and the team at Starbreeze really knows how to put together a pretty package, as visually, we were hard-pressed to find many other 3rd party Xbox titles on this level.

From a gameplay standpoint, a lot will depend on whether or not Microsoft will be ready for online when the game launches, but even as a single player experience, the title has a lot of promise. As a result, we're really looking forward to seeing how Enclave ends up. ■

Publisher :: Microsoft
Developer :: Oddworld Inhabitants
Genre :: Adventure
Players :: 1
Release :: Xbox Launch

Publisher :: Microsoft
Developer :: Microsoft
Genre :: Sports
Players :: 1
Release :: Fall 2001

Publisher :: Conspiracy Games
Developer :: Starbreeze Studios
Genre :: Action
Players :: 4
Release :: Q2 2002

**Steve Butts****Meet the new EIC, same as the old EIC ::**

I did not have to kill you, Tal Blevins. Instead I merely waited patiently while your natural enthusiasm for organization and accomplishment led you on the path to promotion all the way up to Editorial Manager. Truly yours was a head too big for a single site. And now that I've moved into your still warm seat as Editor in Chief here at IGNPC, I have to linger in the fat memory of your administration and aspire to be a worthy successor of your legacy. To that end I have already forced the IGNPC staff to start referring to me as "Big Daddy." This will surely lead to the respect and confidence you inspired in the rest of us. If not, then I'll just threaten to fire everyone unless they promise to love me. In any case, the hallmark of my rise to power will be vicious and unmerciful continuity. As the song says, the times, they are staying pretty much the same.

For more PC news, reviews, previews, codes and more, visit <http://pc.ign.com>.

**Feature Story ::****052 :: E3 Wrap-Up****Also In This Issue ::****055 :: Feature - Pickle's Puzzles****056 :: Previews - The Top 3 PC Games at E3****Preview :: Star Wars Galaxies**

Star Wars meets the online RPG in one of the most anticipated games of the year.

**Preview :: Neverwinter Nights**

With fantastic graphics and strong ties to its tabletop RPG roots, NWN is set to impress.

Editor's Most Wanted ::

- 1 :: WWII Online
- 2 :: MechCommander 2
- 3 :: Dungeon Siege
- 4 :: Emperor Battle for Dune
- 5 :: Startopia

Office Abuse ::

Steve "Butts" – 'nuff said.



STEVE, TAL & DAN'S E3 WRAP-UPS

PC :: Feature

Although the console fanboys may be crying "PC gaming is dead," E3 proves that PC gaming is here for a long, long time.



Steve Butts :: Wrap-Up

While this year's E3 failed to live up to my expectations, there were a few high points. There are lots of holes in the PC gaming market that smart publishers might have capitalized on but instead, most publishers seemed to focus on proven formulas and

"repurposed" game models. Still, there was a lot of innovation this year, especially in how many of these sequels are being conceived. I was glad to see the overall numbers of PC games being shown go down a bit. In the past less titles has meant higher quality and this year was no exception.

While it's hard to generate a lot of enthusiasm for the latest MS Flight Sim or 4x4 Evo 2, many sequels at the show offered either the revival of a long neglected license or took the franchise to new places. First on the list is Civilization III, bringing further sophistication and refinement to the classic 4X model. Civ II is still the reigning champion of gaming as far as I'm concerned and I'm glad to see the series back in the hands of Sid Meier. The Infogrames folks are also returning with Master of Orion 3, adding a lot more personality to the empire game. There's now much more focus on who you are as an intergalactic leader. The game looks slick as hell and we're very excited about the direction the team is taking.

Ensemble's Age of Mythology translates the Age of Empires model into a more fantastic context by adding gods and monsters to the mix. Age has long been one of my favorite real-time strategy franchises and with the addition of sharp 3D graphics and a neat myth oriented framework is sure to please. Tom Clancy's Ghost Recon brings back the revered Rainbow Six license and puts them into a more military centered environment. The new engine looks fantastic but, to be completely honest, I'd play the game even if it looked like crap. Command and Conquer Renegade takes much more of a departure. Taking the classic C&C strategy game and transforming it into a first-person shooter, Renegade will add a lot of intelligence to a genre dominated by more linear and uninspired titles.

It was a pretty crappy year for sims and sports games. The sims genre had experienced a brief revival last year but it seems like more and more publishers are shifting away from hardcore simulations. The Rowan boys had nothing new for us, the SSI folks recently cancelled a few highly anticipated titles and the Jane's folks seemed to be regrouping. IL 2 Sturmovik and World War II Online look promising enough to hold me over. Sportswise everyone seemed focused on console releases. While sports have never been gigantically popular on the PC, we could always count on EA to show us at least a little love. Not this year. Thankfully Sid Meier's SimGolf was able to sneak into a genre, bringing with it a few fresh ideas. Making a Roller Coaster Tycoon type of game out of the course editor is nothing short of inspired.

"Civilization III, bringing further sophistication and refinement to the classic 4X model."



The other thing that stands out on the PC side is the amazing number of massively multiplayer online games this year. With connectivity growing stronger day by day on the PC, these online games are definitely here to stay. And while that's a great thing for gamers, it may be a bad thing for the industry. Not only will publishers have to compete with every other title on the shelf – they'll also have to ►



PC :: Feature

STEVE, TAL & DAN'S E3 WRAP-UPS (cont.)

PC gaming is here for a long, long time...



"Apparently someone got to George and convinced him to lend out his licenses to studios that could actually make a decent game of them."

start competing for subscriptions. I'd watch for these subscription-based games to reinforce the "hits-driven" nature of PC games. Still, I'm willing to trade publisher profits for the chance to play Star Wars Galaxies, World War II Online or The Sims Online when they're released.

The LucasArts lineup was another huge surprise. Apparently someone got to George and convinced him to lend out his licenses to studios that could actually make a decent game of them. Star Wars Galaxies is just one example. Galactic Battlegrounds and Jedi Knight II look to capitalize on top tier development talent and a license that can walk all over your Farscape and Survivor tie-ins. Hopefully Lucas Arts will reap some successes here and be encouraged to sell their properties out to studios with proven track records.

Outside of the PC realm, I was kind of disappointed in the Xbox showing. The games aren't as fantastic as promised and the controller leaves a lot to be desired. Game Cube probably impressed me the most, both in terms of line-up and hardware. The stuff Sony's putting out here in the second year of the PS2 just about wore me down enough to buy one. But more than any other console, the GameBoy Advanced completely blew me away. Nintendo really cashed in on the nostalgia factor for some older gamers by releasing all the old SNES classics on the system.

On a personal note, this E3 was the last for boy reporter Vincent O'Lopez. We didn't know it at the time but Vinny left

this world a few days after E3 after trying to escape from hordes of GameCube fans who had been incensed by something Vinny had said a few days earlier. I think he said something like, "While the GameCube is clearly the best gaming platform in history, other platforms deserve their own share of respect." He should have known such an inflammatory remark was sure to provoke a violent reaction from Nintendo fans. And now he has paid the price with his life. While others will miss the laughter, I think I'll miss the plane you crashed into the mountain most of all.

Tal Blevins :: Wrap-Up

The highlight of E3 for me this year was one evening at Canter's Jewish deli on Fairfax Avenue in Los Angeles.

As you may or may not know, before his plane crash, our buddy and former co-worker Vincent O'Lopez R.I.P. moved down to LA to kick-start his writer/directorial career. Since this was going to be the last time we were going to see him for a while, we stayed at his house this year and I slept in his kitchen on a raft, but that's an entirely different story altogether...

Anyway, getting back to Canter's... Vinny told us this place was the bomb and that they had 15-pound sandwiches, so we all decided to go out to eat at Canter's deli one night. It was all the PC guys including Vincent and a friend of Vincent's from LA. IGNpocket headmaster Craig Harris and our engineering god John Windberg were going to meet us there, so while we were waiting for them, we were telling Vincent's friend about Craig. Now whenever someone impersonates Craig, it's inevitable that they go into this annoyed, ornery-sounding voice that's kind of like Fran Drescher meets Edward G. Robinson and you start saying things like, "I'm not stamping them" or "I hate La Salsa" or simply "So!" See, Craig can be a bit crabby at times, thereby earning him the nickname Craig "Cranky" Harris.

So here we were describing Craig to Vincent's friend and he's thinking, "There's no way someone can actually be this cranky and hate La Salsa so much," and in walks Craig and John. The only seat open is one right next to Vincent's friend, so Craig sits down and the first thing out of his mouth is, "So what makes this place so awesome?" Just run that through your head with the Fran G. Robinson or Edward G. Drescher voice (whichever you prefer) and it's like you're there with Mr. Cranky himself.

Well, this being a Jewish deli and all, they have a nice assortment of pickles on the table as appetizers. Now as if Craig's first words weren't enough, he follows up with another doozie. The very next thing that Craig said after "So what makes this place so awesome?" was "Are these pickles free?" Okay, now by this time we're busting out laughing and rolling on the floor because Craig is pretty much doing the ►

**PC :: Feature****STEVE, TAL & DAN'S E3 WRAP-UPS (cont.)****PC gaming is here for a long, long time...**

best Craig impression you could ever imagine without even knowing that he's doing it. Vincent's friend just gets this quizzical look on his face and asks if this was all a setup because he can't believe that Craig just asked if the pickles were free. I mean, who asks that, y'know? What, are they going to charge by the pickle? I can just see the lady at the end of the meal stopping us to say, "There were seven pickles on that plate when I put it out and now there are only two...you owe me 67 cents you hooligans!"

But Craig wasn't done there...no, no. While he pretty much kept up his Craiginess throughout the entire meal, one of the highlights popped up about halfway through. I was digging through the turkey to get to the stuffing in my dinner (which was of course the "Thanksgiving Special," because where else can you get Thanksgiving dinner in May) when Craig pipes up again. Vincent was wearing this t-shirt of a pug dog that he got at a little stand at Tanforan Mall near IGN. It's gone now, but they used to have all of these weird old-lady shirts with animals and horrible sayings, like a big rooster with its breast pumped out and the phrase "BattleCock" underneath (yes, we have that one too). So Vincent is wearing his pug dog shirt that he has so fashionably Bedazzled (if you're over 25, you probably remember the late night commercials for the fake rhinestone Bedazzler, and if not you're really missing out) around the dog's face. "Vincent, do you like those dogs?," Craig blurts out right as I have a forkful of stuffing in my mouth. "Because if I had a dog like that I'd shoot it." Well of course the stuffing goes flying, the table is cracking up again, Craig doesn't understand what was so funny, and Vincent is covering his mouth and has the most horrified look in his eyes. Seeing that Vincent is somewhat taken aback by his comment, Craig classes it up a bit and tastefully covers over his "shooting the dog" comment with, "Or at least put it to sleep." Good ol' kind-hearted Craig!

So in summary, E3 kicked ass. The turkey was okay, the gravy was great, but Craig "Cranky" Harris was the highlight of the show.

Oh yeah, and there were some games too.

Dan Adams :: Wrap-Up

I went into this year's E3 not really expecting much. Looking over the list of games that would be on display at the show, it looked as though there would be no real surprises as we had already heard about or seen most of the titles in the PC side of things. But I have to say, after getting the chance to look around at as much as I could, that the games at the show really impressed me overall. It was the opposite of last year for me where I went in with huge expectations (that was my first E3) and was let down by a lot of games that I found to be... well, assy. This year was full of very solid titles however and the overall level of quality coming out of the show was

**"Vincent, do you like those dogs?"**

pretty darn high. I was pretty pleased, even if there were very few surprises or big events going on.

This year's E3 was a bonanza of boring booths, only a few babes, and a whole lot of good games. The gaming was fantastic. But that's beside the point. I want glitz and glitter. Showgirls dancing down the show aisles. Drinks and food flowing from the faucets. Music and merriment littering the streets. Monkeys climbing the booths throwing money at the show goers. A fountain of vodka and redbull pouring over my naked glistening skin. Booth babes feeding me grapes while fanning me with a giant feather. Where'd all of that go?!

Sure there were a few beautiful girls. Sure they were dressed up in vinyl or cop uniforms or close to nothing. Well, whatever. The art staff and I wandered around with the fearless pickleboy for a while trying to snap a few pictures at the show for posterity. Pickleboy, as you must know, is quite the ladies pickle. He was complaining the entire way about how there weren't enough women for him to pose with. Some of them even were total %!@*#! to him like that blonde from the Survivor booth. It's a gaming show, c'mon already. But now to the games.

The first thing I have to talk about is definitely the strategy lineup that made its way to the show this year. I'm a huge him like that blonde from the Survivor booth. It's a gaming show, c'mon already. But now to the games.

The first thing I have to talk about is definitely the strategy lineup that made its way to the show this year. I'm a huge strategy fan, from the turn-based games to real-time and ►

**PC :: Feature****E3 WRAP-UPS (cont.)**

almost everything was really good. There were just so many strong showings with different flavors that it made deciding the strategy game of the show, that eventually went to Battle Realms, a pretty good argument. Everything had great things going for them. Battle Realms had the great style, story, graphics, and some great ideas that have come together in a game that definitely could be a favorite for strategy gamers. Age of Mythology and Empire Earth's scope and ideas were really terrific along with some incredible visuals. WarCraft III is looking like another very high quality showing from Blizzard. Republic's complicated AI and living world is really incredible to think about along with some very intriguing gameplay assuming that it all comes together and works. And Sigma's incredibly weird style and ideas make for some very imaginative gameplay that will be really interesting to get a closer look at when it's ready. And those are just the real time games. You've also got turn based games like Civilization III and Master of Orion 3 and Disciples 2 that all look very impressive. I just can't wait to start getting playables in the office of these titles.

While that was the biggest surprise to me, especially because of the less than average strategy showing last year, there were still even more happy things to see at the show. I think the next thing that really made an impression on me was the quality of graphics coming from so many of the PC titles this show. There have been a lot of people talking about how the new consoles are outstripping the PC, but after seeing some of the games at the show... eat it consoles! First off, the winner of our graphics category. Galaxies. Holy crap. Tal had to clean his shorts after seeing the game. Unreal II was also beautiful with the technology for accurate face deformation so that it looks like they're saying what they're saying. Both Unreal II and Castle Wolfenstein had the best flame throwing effects that I have ever seen. The flames move like they should. Bend and sway with the movement of the character... brilliant. Morrowind was also high on the list of graphics for me with its incredibly strange style and moody atmosphere. If that game does what it hopes to, there are going to be a lot of very happy RPG fans.

Now, not everything good comes from the PC. I know, I know. That's sacrilege, right? Well, I can't help it. The consoles were looking pretty damn sharp. The most impressive to me was the GameCube. PlayStation 2 was very strong with a huge lineup of games... Xbox, eh, didn't get a good enough look. But the most memorable thing from the consoles were the fanboys wandering into the IGN area asking to take pictures with Fran and Matt from the GameCube site. I think they may have wanted to make out with them or something, but surprisingly had a good amount of control. I know I have a hard time controlling myself around that Fran.

All in all it was a pretty good, yet unexciting show. Great games, boring booths. Pretty games, not enough pretty girls. But you know, in the end, it's really the games that we go there for, so in that aspect, the show was really successful. But as concerned as Craig Harris was about the most important thing of all, when all is said and done, the pickles are free Craig... the pickles are free. ■

**PC :: Feature****PICKLE'S
PUZZLES #2**
The Name Game

Salutations my little flesh-covered friends. 'Tis I, **PickleBoy**, with another teaser that will leave your brain brine-a-fied and bumpy.

First off, let me give it up to last month's winner – Mac Cauley from Greenwich, CT. Mac is so smart he answered us in less than an hour after IGN Unplugged had gone live. Thanks for ruining the anticipation, Mac!

This month's puzzle is really simple...if you know your PC games. Just match the names below with the games they appeared in and, if you're the first one to get them all right, we'll send you some schwag from our "Coffer of Crap."

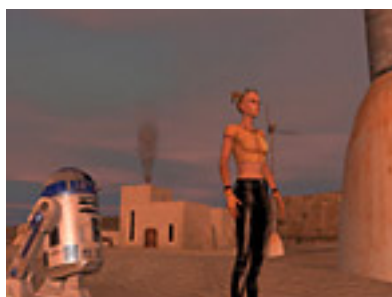
NAME

- 1) Garrett
- 2) Ding Chavez
- 3) JC Denton
- 4) Sarah Parker
- 5) Glottis
- 6) Timmy
- 7) Patrick Galloway
- 8) April Ryan
- 9) Ambassador Buta
- 10) Kane

GAME

- A) Thief: The Dark Project
- B) Clive Barker's Undying
- C) Giants: Citizen Kabuto
- D) Deus Ex
- E) Sacrifice
- F) The Longest Journey
- G) Command & Conquer
- H) Rainbow Six
- I) Ground Control
- J) Grim Fandango

Submit your answers by email to **pc_feedback@ign.com** with the subject header "Pickle's Puzzles #2," and if you're the first one to get it right, we'll send you some games, t-shirts, and anything else we can find in Dan's nappy hair weave. ■



**Preview ::
Star Wars Galaxies**

Take the greatest science fiction license and give it to the developers of one of the most successful online role-playing games around. Result? A title that even a gigantic computer-generated monster with the unlikely name of Harold couldn't beat. I mean, come on, most of us grew up with delusions of becoming our space faring heroes -- heroes like Lobot or Salacious Crumb. But even without the geek factor, Star Wars Galaxies is destined for greatness. A fantastic graphics engine and a cinematic combat model keep the excitement level high while a skill-based advancement system allows you to tailor your character to your own appetites -- cunning smuggler, timid engineer, or danish-coiffed princess. The only limit is your imagination (and the game design). And since it all happens online, there will be thousands of other players populating the world and interacting with you. Eat it up, geeks. ■



**Preview ::
Medal of Honor: Allied Assault**

When the game was first released on the PlayStation, many of us on the PC side of things wondered what the hell the folks at Electronic Arts were thinking. This is a PC game, for crying out loud. But the folks at EA have finally seen the light and are bringing this awesome Quake III based shooter to the platform it belongs on -- the PC. The two level demo of Allied Assault at E3 simply blew us away. Featuring several missions spread across the war (the invasion of Normandy and the battle for the Ludendorff bridge just to name two), Medal of Honor brings an incredible level of detail to the environments. The trees and tanks and towns are all rendered very realistically. To ensure this is a multi-sensual feast, music and sound effects play almost as big a role in the game as the visuals. This one could definitely give the upcoming Return to Wolfenstein a run for its money. ■



**Preview ::
Neverwinter Nights**

It's a safe bet that a lot of us started out on our long road to gaming journalism with a copy of The Monster Manual in one hand and an Atari 2600 in the other. Over the years computer games and pen and paper RPGs have had a close relationship. But Neverwinter Nights takes things to another level. Not only does the game feature the 3rd Edition D&D Rules, it's also one of the most beautiful RPGs we've seen. And with over 28 different adventure modules, the game should represent a serious time commitment. What's more, the game is being positioned as a total gaming system for game masters. With a whole set of editing tools and some top notch multiplayer support, Neverwinter Nights will definitely bring back strong memories of sitting around the kitchen table arguing about whether or not a saving throw counts if it careened off an errant Cheetoh. ■

Publisher :: LucasArts
Developer :: Verant Interactive
Genre :: RPG
Players :: ?
Release :: **TBA 2002**

Publisher :: Electronic Arts
Developer :: 2015
Genre :: Action
Players :: 16
Release :: **Fall 2001**

Publisher :: Interplay
Developer :: BioWare
Genre :: RPG
Players :: 64
Release :: **Q4 2001**



Steven Horn

This Month in DVD ::

June, How I Hate Thee

Could June be any more white bread? Poets sing the praises of every month but June. I mean, it doesn't have a single holiday except Father's Day, which doesn't count because you don't get any days off and there are no sales at the mall.

No dead presidents.

No change of season.

No wicked summer event films.

No decent concerts.

Nothing.

In fact, June is probably the lamest of months. It's the month you diet and hit the gym so you can look good for 4th of July weekend at the lake. It's the month you finally put away your winter gear and snowboard and dust off those damn rollerblades. It's lazy afternoons at the mall. It's waiting for the weather to get hotter so the clothes on the hotties get smaller.

So what else are you gonna do except build your DVD collection? Many studios are folling out their

For more reviews, previews, and all around debauchery visit <http://dvd.ign.com>.



Feature Story ::

058 :: Bang for the Buck

How studios are lining up to add value and content to your DVD purchases

Also in this section ::

060 :: Previews

value-priced DVDs this month. Speaking of values and rip-offs, how come the lousy Brits have already received Season Two of *The Sopranos* for DVD and us Yanks are left holding our yanks? No word yet from HBO on a US release date.

Anyway, pretty cool month for DVDs. *Unbreakable* hits the shelves and launches Disney's VISTA series (see feature) later this month and we get a

whole new bunch o' Kubrick with *The New Stanley Kubrick Collection*. But how new is it? Read on.

QUESTION OF THE MONTH: Should we bother reviewing straight-to-DVD releases? E-mail answers to: steven@ign.com. Don't forget, we are one of the few professional DVD sites with daily updates. Plus, we actually read our mail so we can abuse you with our responses. ■

Editor's Most Wanted ::

- 1 :: Snatch
- 2 :: Akira: Limited Special Edition
- 3 :: New Stanley Kubrick Collection
- 4 :: Crouching Tiger, Hidden Dragon
- 5 :: Withnail and I: Criterion

Top 10 New DVDs ::

Close Encounters :: 1

Traffic :: 2

Requiem for a Dream :: 3

X-Files Season 3 Box Set :: 4

Crouching Tiger, Hidden... :: 5

Spartacus: Criterion :: 6

Cleopatra :: 7

The Fugitive - Special Edition :: 8

Quills :: 9

Midnight Express :: 10

Office Abuse ::

IGN editor voted "The Person Who Most Looks Like 'The Comic Book Guy' From the Simpsons."



DVD :: Feature

BANG FOR THE BUCK

How studios are lining up to add value and content to your DVD purchases

For the longest while, if you wanted to get a packed DVD, there were basically only two names you went with: The Criterion Collection and New Line's Platinum Series. These two products are known for having crammed content above and beyond the usual production notes, trailers, cast and crew info, and documentaries. The people at Criterion consistently managed to put out excellent discs and have fostered an intensely loyal fan base with their Director-approved DVDs and Laserdiscs. Increasingly, directors and even stars are wanting more input on their home video releases and have been seeking companies such as The Criterion Collection to help them achieve this.

Consumers too are beginning to demand more and more content. As DVD consumers become more savvy and the thrill of DVD wears off, DVD publishers are having to work much harder to get people to pony up the additional \$10 to \$15 mark-up on DVD over VHS. The past year has seen an explosion of special editions, ultimate editions, collector's editions, etc trying to address this growing problem. Now, not to be left out of this particularly lucrative stream, the big Hollywood studios are stepping into the game as well.

New Line Cinema Infinifilm series

First up on deck is New Line Cinema. New Line, long a leader in extra content, comes out swinging on July 10th with their new added-value product called infinifilm. The title they have chosen to launch the series with is Kevin Costner's *Thirteen Days*.



"*Thirteen Days* is an ideal title with which to launch the infinifilm brand because the historic nature of the film really lends itself to exploring "beyond the movie" material, and allows us to capitalize on the education benefits of DVDs," explains Matt Lasorsa, Senior VP of Marketing at New Line. "What we're able to do is broaden out from the film to capture core information that's driving the drama and giving the viewers a greater understanding not only of the film, but of the subject matter and the historical era."

Infinifilm-enabled discs pop-up a navigational element as you are watching that allows you to go deeper into a scene, view parts of a documentary or special interviews or whatever the director and producers want you to see. In addition to the infinifilm series, New Line keeps its Platinum Series and its regular tiered releases.

More info: www.inifinifilm.com





DVD :: Feature

BANG FOR THE BUCK

How studios are lining up to add value and content to your DVD purchases

Disney/Touchstone VISTA series

Disney/Touchstone is launching their added-value DVD series on June 26 with the release of M. Night Shyamalan's *Unbreakable*. Touchstone has taken the approach to work directly with the filmmaker (echoing The Criterion Collection) to assure that the version that is released is the "definitive version of the filmmaker's cinematic vision." I can hear your clapping now! Yep, if this goes as planned, you won't have to buy one DVD when it comes out and two months later buy the "Director's Cut" or "Ultimate Edition" because you will already own it!



VISTA (Vision, Imagination, Style, Theme, Artistry) is not making any specific claims for extras like infinifilm but does promise to add "premium picture and sound quality."

"if this goes as planned, you won't have to buy one DVD when it comes out and two months later buy the 'Director's Cut'"

Well, So What?

Is DVD really at the point where consumers will go that deeply into the film? Is DVD ready for a non-linear approach? Isn't clear picture and super sound enough of a selling point? So far, previous attempts to capitalize on rainy-day afternoon boredom have fallen flat. I'm talking, of course, about DVD-ROM. While there are some exceptional DVD-ROM features, the format has not become de rigueur for the DVD experience.

Still, whether these new products lines are a hit or a thud, they do signal a strong commitment from Hollywood to the format. With PS2's DVD feature, nearly 10 million DVD players sold in the year 2000 alone, and more than 250 titles released each month, we see this move to add value to software as a huge plus.

— Steven@ign.com ■

by Steven Horn



DVD :: Preview

UNBREAKABLE ::



Unbreakable is M. Night Shyamalan's follow-up to *The Sixth Sense*. The *Sixth Sense* is currently ranked as the best-renting title ever in home entertainment and has six Academy Award nominations including Best Picture, Best Screenplay, Best Director, Best Supporting Actor, Best Supporting Actress, and Best Editing.

Wow, tough act to follow eh Night? Or M. Night? Can I call you M?

Samuel L. Jackson stars as Elijah Price, the only man who can offer an explanation to Bruce Willis' David Dunn, a man who is never sick and who is the only survivor of a devastating train wreck.

Anyway, here are the full details on the *Unbreakable* disc which also happens to launch the VISTA series:

- Seven deleted scenes with an intro by M. Night Shyamalan
- Behind the scene featurette with a Bruce Willis interview
- A comic book documentary entitled "Comic Books and Superheroes" featuring Samuel L. Jackson
- Selected storyboard and analysis of the train wreck scene which can be viewed with a 5.1 mix, a score-only mix, or as sound-effects only.
- M. Night's home movie "Night's First Flight"
- Signed, collectible illustrations by Alex Ross
- Booklet featuring the M. Night Shyamalan biography
- THX-certified
- DTS
- Widescreen

There are currently no plans to release a second "Special" or "Limited" edition. ■

Director :: M. Night Shyamalan

Publisher :: Touchstone

MSRP :: \$29.99

Release :: Jun 26, 2001

DVD :: Preview

THE GRINCH ::



We wanted to let you know about this one now because it is one of the few discs out there to contain DVS (the descriptive video service) for the visually-impaired. The title tells you all you need to know. I think it would be better if James Earl Jones did the describing.

Here's what you'll get on the DVD:

- **Spotlight on Location** — a featurette on the making of the film with cast and crew and behind-the-scenes footage
- **Descriptive Video Service (DVS for the visually impaired)**
- **Sing-Alongs and Read-Alongs**
- **Deleted Scenes**
- **Faith Hill Music Video**
- **Featurettes on Whoville, Grinch make-up application and special effects**
- **Outtakes**
- **DVD-ROM Features:**
- **Interactural technology allowing access to ROM features on the disc**
- **Kazoo 3D** — a computer generated picture program allowing consumers to integrate a personal photo together with the Grinch
- **Grinch Screen Mate**
- **Games**
- **Grinch Computer Browser**
- **Recipes?**
- **"Who" Photographs**
- **Production Notes**
- **Cast and Crew Notes**
- **Grinch Facts**

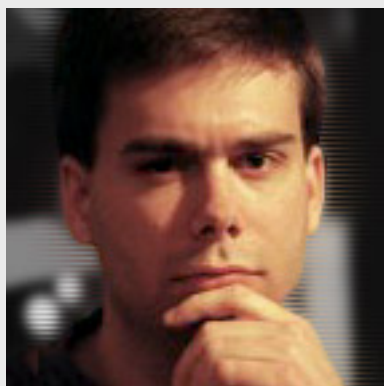
Also, Universal plans to release "The Special Limited Edition DVD Gift Set" which includes a pop-up set replication from the film for only \$39.98. ■

Director :: Ron Howard

Publisher :: Universal

MSRP :: \$26.98

Release :: Nov 20, 2001



Brian Zoromski

This Month in FilmForce ::

Ah, June. When summer actually begins. (Although don't tell the movie studios that, since to them, the first weekend of May was declared the start of the summer movie season.) We've already seen two blockbusters released – The Mummy Returns and Pearl Harbor – and one film that audiences and critics both love (a rare combination): Shrek. And this month, Hollywood promises they have some fun stuff planned for us.

There should be something for everyone... Moulin Rouge is a unique modern musical that people seem to either really love or really hate; Atlantis gives us some truly-different looking animation from Disney; the big comedies Evolution and Dr. Dolittle 2 hope to get some laughs; the action flicks Swordfish and The Fast and the Furious bring some fast-paced action to the screen; the mysterious Steven Spielberg film A.I., is revealed; and, of course, we have the highly-anticipated Tomb Raider. Looks to be an interesting month.

For more news, reviews, and previews, visit <http://filmforce.ign.com>.



Feature Story ::

062 :: Games to Film

Also In This Issue ::

066 :: Previews



Preview :: A.I.

His love is real. But he is not.



Preview :: Tomb Raider

Lara Croft. Scholar. Refined socialite. Arse kicking adventurer. Hottie.

Editor's Most Wanted ::

- 1 :: Harry Potter
- 2 :: The Matrix 2
- 3 :: Star Wars: Episode II
- 4 :: Lord of the Rings: FOTR
- 5 :: Indiana Jones IV

Office Abuse ::

Brian Zoromski – the only guy covering the Hollywood scene from Wisconsin.



Historically, game-to-film adaptations have been hit-and-miss at best, but things could be looking up for the oft-maligned genre.

Street Fighter, Super Mario Brothers, Double Dragon, Wing Commander, Mortal Kombat. Those names don't exactly evoke thoughts of epic filmmaking and cinematic spectacle, though the latter was at least respectable and managed to spawn a decent franchise. Historically, game-to-film adaptations have been hit-and-miss at best, but things could be looking up for the oft-maligned genre. Here's a look at four popular gaming titles with feature films coming out in the near future.

TOMB RAIDER



Release: 6/15/2001

Director: Simon West

Starring: Angelina Jolie, Jon Voight, Daniel Craig, Ian Glen, Leslie Phillips.

Written by: John Zinman, Michael Colleary, Michael Werb and Patrick Massett.

What to expect: Angelina Jolie is Lara Croft. The selection of Academy Award-winning actress Jolie as the gaming heroine came as a welcome surprise to fans of the Tomb Raider game series. Rumors had been flying for

months about who would play Lara, and no one had enjoyed fan approval like Jolie. Finding the perfect Lara was obviously top priority on this production, and rightly so. But the filmmakers are also trying to match the game's exotic look. That's why the film was shot in locations like Iceland and Cambodia. Cambodia serves as the setting for the Angkor Wat tombs, while Iceland stands in for a Siberian village. Then of course there's England, Lara's home. That's where you'll find Croft Manor -- a high-tech estate filled with futuristic gadgets like you've never imagined. The most advanced of Lara's tech-toys include a custom-built Land Rover Defender and a suped-up motorcycle, so expect to see lots of toys on the shelves and some Land Rover cross-promotions. In fact, Motor Trend magazine recently reported that Tomb Raider "will see the complete product lineup, which also includes the Freelander, Discovery, and Range Rover. The Range Rover plays a particularly prolific role as the vehicle of Lara's wealthy arch-enemy Powell. The Discoverys are driven by his evil henchmen." Too bad the promotions won't include a \$20,000 price drop so I could actually own one.

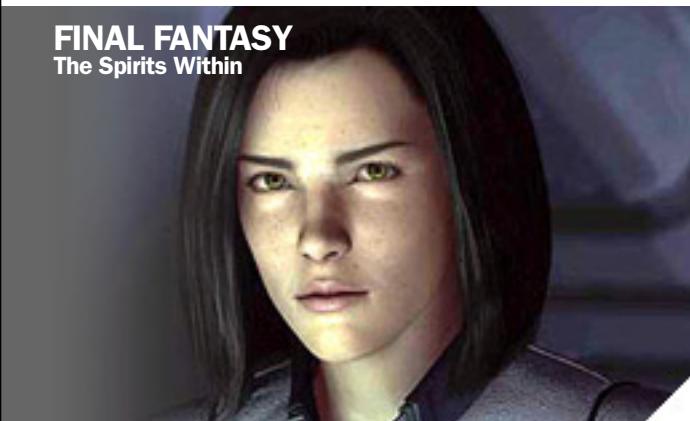
Latest news: Could there be trouble on the production this late in the game? With around two weeks to go until release, word comes that composer Michael Kamen had left the production, and that scoring duties would be picked-up by Graeme Revell. Well, it seems that this change might be indicative of a larger problem. Rumors have surfaced that the results of a recent test screening were so bad that Paramount took the film out of director Simon West's hands and gave it to an editor to completely re-cut. The film is reportedly being re-cut so much that it must be almost entirely re-scored.

Well, at the very least it'll look pretty slick. I'm still holding out hope for this. Besides, it has to be better than Wing Commander.



FINAL FANTASY

The Spirits Within



Release: 7/13/2001
Director: Hironobu Sakaguchi
Starring (voices): Ming-na Wen, James Woods, Ving Rhames, Steve Buscemi, Donald Sutherland.
Written by: Hironobu Sakaguchi, Al Reinert and Jeff Vintar.

What to expect: Set on Earth in the year 2065, destruction and confusion surround us. Cities are deserted, the population is decimated, and the precious few humans who remain must find a way to survive. In this world, we face death as we part with our loved ones. We begin to question what "life" and "love" is, and what is the philosophical definition of the "heart." After all in this world, science has analyzed life and death, expressing life as a form of energy.

Is it just me or does that sound like a load of crap? Maybe I'm just too cynical, but I wish they'd admit it's just about making things look cool, and then blowing them up. From what I've seen this film looks like it has some some pretty beat voice-acting and fairly weak dialogue. That whole James Woods voice-over in the film's initial teaser trailer was so wretched. Still, things have been looking up since then and it's true that the films visuals are astounding. Square Pictures has said all along that their goal was for movie-goers to not be able to discern computer-generated imagery from live-action. It looks like they've at least pulled that off. The movement of the characters isn't

completely lifelike, but their faces are eerily realistic. The lighting looks a little too perfect, but their skin tone, hair, and eyes all look amazing – facial components that have been especially difficult to realize using computer animation thus far.

Latest news: The new trailer for this film has arrived in theaters and is available on the net – just visit our Final Fantasy section on IGN FilmForce. Despite complaints about the dialogue, which is much improved in this new trailer, it does look like it's a technical masterpiece. We had to sedate one of our readers who wrote in, "Words cannot begin to describe the ultimate greatness that has been achieved here. I have seen the light, and it's name is Final Fantasy. I can understand how, if after seeing the trailer, you might have been left with your jaw dangling on your face, with a small puddle of drool collecting at your feet...The trailer has left my soul shattered."



RESIDENT EVIL

Ground Zero

Release: 10/31/2001
Director: Paul Anderson
Starring: Milla Jovovich, Michelle Rodriguez, Eric Mabius, James Purefoy, and Heike Makatsch.
Written by: Paul Anderson

What to expect: The "survival-horror" genre is defined by the one game that started it all, Resident Evil. This film rests in the capable hands of writer-director Paul Anderson (Mortal Kombat, Event Horizon, Soldier). That should be music to the ears of gamers, but there's been a outcry over this film like no other game-to-film adaptation. It seems that the gaming community was perfectly happy when the project was to be written and directed by horror icon George Romero (Night of the Living Dead), but alas, it wasn't to be. Romero was scrapped and Paul Anderson was brought in.

The story isn't exactly in line with the game, and that hasn't exactly thrilled fans of the series. In the film, Alice and Rain lead a team of commandos into "The Hive," a massive gene research facility, where a deadly virus has



just broken out. The entire research staff was killed in seconds by the virus, but their bodies are reanimated and they become zombies. Alice has less than three hours to isolate the virus in the underground complex, or it could easily destroy all the human race. But soon it becomes clear that that team is threatened by more than just the zombies.

I'm reserving judgment in light of the film's promising cast; Milla Jovovich (*The Fifth Element*) as Alice, Michelle Rodriguez (*Girlfight*) as Rain, along with Eric Mabius, James Purefoy, and Heike Makatsch.

The *Resident Evil* movie is currently in production in Germany with a \$40 million budget. That should at least make for some cool gore effects.

Latest news: The film recently found a North American distributor in Sony's Columbia TriStar Motion Picture Group, and there's even a rumored Halloween release date.

DUKE NUKEM The Movie



Release: ???
Director: Larry Kasanoff
Starring: ???
Written by: ???

What to expect: It might be 5 years too late, but a Duke Nukem movie is finally coming to the big screen! Dimension Films recently picked up the movie rights to

Duke. Threshold Entertainment CEO Larry Kasanoff will serve as producer on the film. The Nukem movie will be set in deep space and will center on Duke's efforts to defend the planet from an extraterrestrial ship on a collision course with Earth. Despite the graphic violence in the game *Dimension* says they plan to develop the film with a PG-13 rating in mind. That's going to have Nukem purists in an uproar! No exploding corpses? No half-naked chicks? What's the world coming to? They might be going for a tame rating, but the game's developers Threshold Entertainment, GT Interactive, and 3D Relays say they're making they "bring you the best ass-kicking story possible." Here's hoping.

The big question is: Who will play Duke? Well, all those extraterrestrial Jabronis better check themselves, 'cause Dwayne "The Rock" Johnson has been offered the role.

Latest news: When asked about the possibility of playing Duke, The Rock said in recent interview, "They want to make that a huge franchise, and from what I hear, they want me." He went on to make it clear that he intends to work with someone on the script to ensure realism. In true Rock fashion he says, "I'm not gonna be running up a tree or anything, like in *Crouching Tiger, Hidden Dragon*."



ALICE
Dark Wonderland

Release: ???
Director: Wes Craven
Starring: ???
Written by: John August

What to expect: Of all the game-to-film adaptations that I've heard of, American McGee's *Alice* translation is the most promising. It already has a rich and established story that you can't really deviate from, it looks super-slick (and creepy), and the potential uber-coolness is way high. Especially since horror maven Wes Craven, the creator of *Nightmare on Elm Street* and the *Scream* series, has signed on to direct for Dimension Films.

In the game, a grown-up Alice answers a distressed summons to return to Wonderland, but she barely



» games TO film

recognizes the befouled setting. From the fungal rot of the Mushroom Forest to the infernal chemistry of the Mad Hatter's Domain and beyond, Wonderland festers to its core. Undaunted by the diseased ambiance, cavernous confusion, and mortal danger that surround her, Alice must undo the chaos. Equipped with courage, a keen appetite for the bizarre, and a lethal array of transmogrified toys, she'll penetrate the strongholds of her enemies, confront the forces of evil, and put the wicked Queen of Hearts in her place.

Screenwriter John August (Go, Charlie's Angels) is penning the screenplay, with the first draft due next month. Unlike Resident Evil, this PC-to-screen translation's story will have a plot that's pretty much hand-in-hand with the game.

According to McGee, no stars have signed on to the project as yet, but he's heard a rumor that Natalie Portman inquired about the role. I seriously doubt it, but it'd sure be cool. There have also been rumors that Buffy's Eliza Dushku might step into the Alice role.

Latest news: It looks like John August is finished with the screenplay for Alice. Not only that, but he seems happy with the results. In a recent Q&A August addressed video game-to-film adaptations saying, "I just finished adapting a computer game into a movie, and I didn't feel a wee bit cheap. But then, it was a damn cool game, and I got paid. So there you have it."

— **Brian Linder** is still holding out for *Dig Dug: The Motion Picture*. ■



for the BEST MOVIE news

<http://filmforce.ign.com>

A.I.

Ali

Batman

Blade 2

Bond

Doctor Who

Final Fantasy

Harry Potter

Indiana Jones

Jurassic Park 3

Lord of the Rings

The Matrix 2 & 3

Monsters, Inc.

Mummy Returns

Pearl Harbor

Planet of the Apes

Rollerball

Scooby Doo

Shrek

Spider-Man

Star Trek: X

Superman

Tomb Raider

X-Men 2

and more...

FilmForce :: Preview

A.I. ARTIFICIAL INTELLIGENCE ::

His love is real.

But he is not.



Sometime in the distant future, after the polar icecaps have melted, major flooding has devastated most major cities. One of the new tools Mankind utilizes to survive is a new form of computer, one that is self-aware of its own existence. In the midst of it all stands one boy and a robotic teddy bear who long for something more...

"A Stanley Kubrick production of a Steven Spielberg film.' Don't you think people will come to see that?" Those are the words of the late great Stanley Kubrick, as related by Steven Spielberg in a recent interview. Kubrick initially approached Spielly about directing the film in 1985, but the two never got it together. In the wake of Kubrick's passing Spielberg picked up and has crafted it as a tribute to the great filmmaker.

This film looks like it's gonna be really cool, but what Spielberg film doesn't? Haley Joel gets his first big chance to shine here since The Sixth Sense. Jude Law is awesome, and William Hurt is always tops. The production design on this film looks insane! I can't wait to check it out on the big screen. Also, keep an eye out for mega-hottie-model-turned-actress Ashley Scott, as one of the cyborg-femmes. ■

Movie Info ::

Genre :: Sci-Fi Drama

Rating :: Not Yet Rated

Release :: 06/29/01

Starring :: Haley Joel Osment

Director :: Steven Spielberg

FilmForce :: Preview

TOMB RAIDER ::

Lara Croft. Scholar. Refined socialite. Arse kicking adventurer. Hottie.



Unless you've been living in a cave, under a rock, or in the Australian Outback, you'll know this film is based on the popular video game of the same name. Angelina Jolie stars as Lara Croft, a tough, sexy, armed adventurer. Shot in exotic locations like Iceland and Cambodia, Tomb Raider promises to be an action-packed fantasy film that will please thrill-seekers of every ilk.

Gamers get ready! This is what you've all been waiting for. Lara Croft has come to life, and Angelina Jolie is just the right woman for the job! She's got the wit and charm of a female Indiana Jones, she's built like a brick house, and she don't take no junk. You can bet that director Simon West (Con Air) has put all of his adrenaline-rush inducing skills to work on this one! Lara embarks on her most daring adventure yet, and this time, there's no "restarting." ■

Movie Info ::

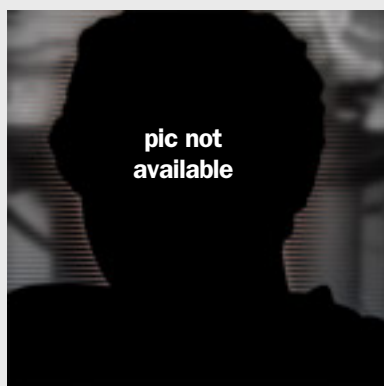
Genre :: Action/Adventure

Rating :: Not Yet Rated

Release :: 06/15/01

Starring :: Angelina Jolie

Director :: Simon West



pic not
available

Spence D.

This Month in For Men ::

This is Spence D. or rather words typed on the page by Spence D. Whatever the case may be, I'm the Senior Editor of IGN For Men. I've held that title for damn near two years and I still don't really know what the hell it means, so don't feel bad if you don't either.

For the most part, at least around the office, I'm known as the interview guru. I talk to all manner of pop cultural icons ranging from Johnny Depp to Merle Haggard to Dale Earnhardt, Jr. to bands like Staind, Korn and the like. I will interview just about anybody, provided they are interesting and have had some kind of an impact on pop culture.

Oh yeah, I also oversee the Booze and Machine sections on the For Men site, so you can lay the blame for them on me, if you feel so inclined.

Sha-boom, sha-baam!



Feature Story ::

068 :: The Babes of E3

Also In This Issue ::

070 :: Feature - Music of E3

Editor's Most Wanted ::

- 1 :: Audi A4**
- 2 :: Genesis Reunion tour with Peter Gabriel**
- 3 :: Three months of vacation, just like they have in Europe**
- 4 :: Guinness that tastes as good here as it does over there**
- 5 :: Jet Li to star in a really good Hollywood movie (ditto for Jackie Chan, Chow Yun Fat, and Michelle Yeoh)**



Feature :: Music of E3

The Electronic Entertainment Expo, or E3, is undoubtedly still about videogames but music-making software is creeping in, like a slow moving bassline amongst clattering beats.

Office Abuse ::

Spence's nickname is "dookey," because he's the \$#!+.

For more Gear news, reviews, previews & more, visit <http://formen.ign.com>.

For Men :: Feature

E3 BABES GALORE

If you're anything like us, your eyes went straight for the babes at E3.

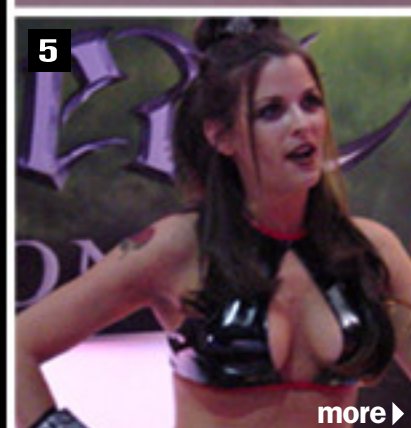
Breasts seemed to be this year's primary focus of E3. From the girls of DOA3 to the live action ones you see here. We tried to capture as many as we could to suit your carnal needs, however, there's only 3 days to the show and each girl seemed better than the last and very hard to leave.

photos:
E3 2001



The Details ::

1. Nice mesh!
2. Pint anyone?
3. Dare to dream...
4. Good girl or bad girl?
5. Nice.... uhhhh....
6. We can see your butt



more ▶

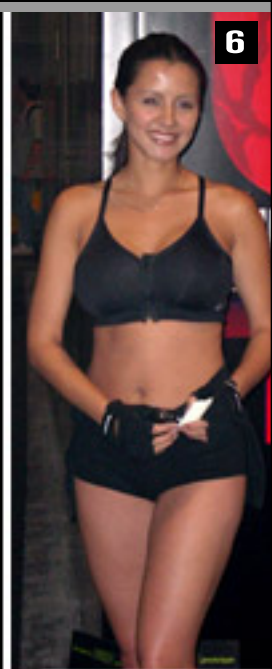
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The Details ::

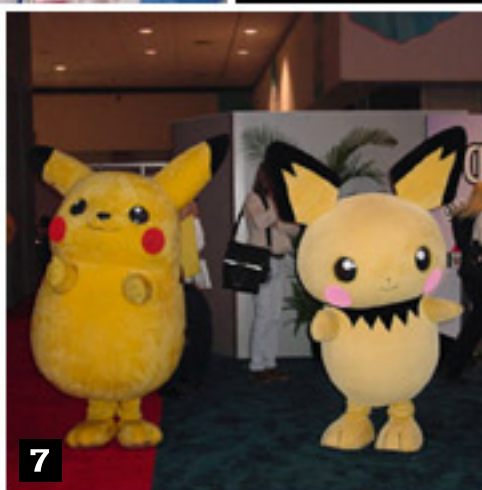
1. God Bless the USA
2. Lookin' for a cowboy?
3. Real or not, those are nice
4. The Xena gang
5. Hooters girl freelancing
6. ...and keep dreamin'
7. Does Pikachu count as a girl?



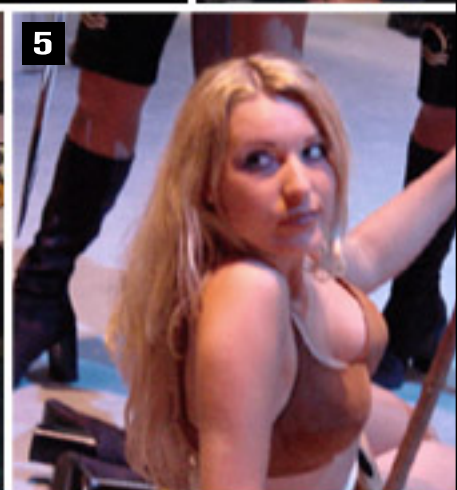
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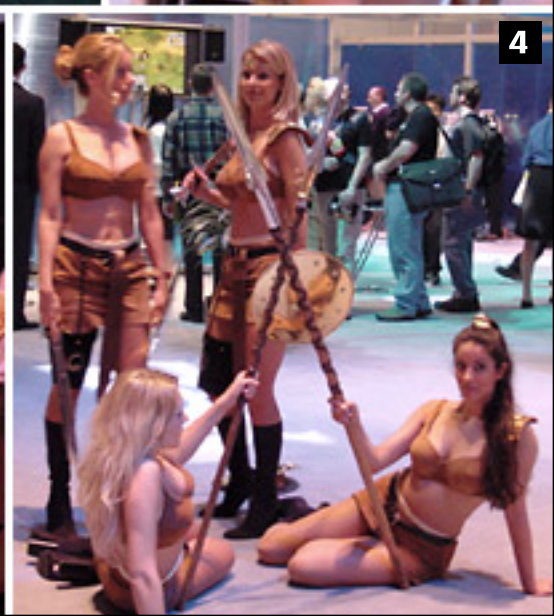
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3



4



by Adam Douglas

Music software is starting to make waves at E3

The Electronic Entertainment Expo, or E3, is undoubtedly still about videogames but music-making software is creeping in, like a slow moving bassline amongst clattering beats. As the games industry expands to include many forms of technology – from DVD to the Internet – music creation is finding its own place alongside platforms and shooters.

Frequency: While not specifically a music creation game, Sony's PlayStation 2 title *Frequency* does up the ante for Simon Says-type music games while incorporating what is sadly a rarity for this type of game – good music. Each level features a different dance music track in the form of drum and bass, techno, or what have you. The levels consist of Tempest-like tubes, with each side of the tube corresponding to a different element of the song (beats, bassline, effects, etc.). Specific buttons have to be pressed at specific times, as with *Parapa* and a dozen other titles, but the difference is, if you're off, that element of the song will also be off. It's akin to a DJ trainwrecking between records. While *Frequency* is certainly not going to set the gaming world alight, it is a nice step forward for the genre. Now, next time let's get some music from known artists like *Optical* or *Surgeon*.

eJay: If you've dabbled in music creation, you've probably heard of eJay, a German company that's done very well at cornering the PC music software market. Each title gives you hundreds of copyright free samples in specific styles and the ability to assemble them, and you put them together as you see fit. Instant songs. E3 saw eJay debuting two new programs, *Street Style eJay*, a hip-hop program, and *Ibiza eJay*, a techno rave program. Each comes packed with over 4000 samples plus extras like effects, a video editor, and either a virtual scratch section or virtual synth, depending on the title.

So maybe you don't care about making music; maybe you just want to listen. Hey, more power to you. MP3 Easy is eJay's low priced MP3 program, offering the usual functions (audio grabbing, ultra-fast conversion) as well as automatic Internet download of more than 1.5 million pre-identified tracks. CD burning software is also provided. MP3 Station 2.0 includes all of these functions and adds extras like equalizer, real-time effects, and eJay NetRadio support. It also includes a video animator and program for printing CD covers.

Console owners rejoice! eJay announced that it was going to be creating music programs for the PS2 as well as the PC. Now that's next generation.

Magix: Similar to eJay is Magix, a company with a variety of PC-based music creation programs. Its titles run the gamut from MP3 rippers to full-on MIDI studios. Music & Video Maker Generation 6 was on display, with 48 tracks of audio and video, six virtual synths, a karaoke function, and more than 2100 audio and video samples. For the more serious musician, there's Music Studio Generation 6, with MIDI, audio editing, real-time effects, and CD mastering and burning. If you get tired of the provided samples, try any of Magix's sample libraries, which include hip-hop, techno, trance, and house styles.

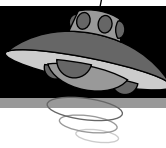
Rage Pocket Music: So we've covered PCs and consoles. What's left? Game Boy Advance was the big pocket news at E3 and *Rage* was there to provide the music title. *Pocket Music* is an entirely new (read: not a port) version of *Music*, the hit European PlayStation game. It's a sample-based music creation title, complete with over 600 samples, ranging from drums and basses to effects sounds. And, if you're not completely pleased with the given noises, you can use the Riff Editor to customize your own.

I did see *Pocket Music* at the show, but unfortunately the copy they had wasn't working properly. Therefore, I was never able to hear it in action. However, from what I did see, it appears that you organize the sounds into chains of loops, much like with *ACID*. Or you can use some of the pre-programmed basslines, drum beats, and to augment your own songs. There are also a few mini games as well. The one I saw has you piloting a character named Red Note through some platform-like levels.

DJs Take Control: Music wasn't restricted to just the games at E3. DJs could be seen all over, providing beats for game demos and basically keeping the energy level high. I myself had the opportunity to spin nuskool breaks at the Infogrames booth with former IGN.com editor Noah Massey and LA DJ Paul Grogan. Perched high atop the show floor in a wobbly crow's nest, the three of us rocked (literally, that booth could really sway) while Colby and Jerri from *Survivor* signed autographs below us. It was a great way to see the show.

While E3 isn't about to replace NAMM as the music industry event, it was cool to see all of these companies representing at an otherwise game-oriented event. Hey, it certainly gave me something to do other than drink beer and try to pick up the booth babes. ■





Jason Bates

This Month in Sci-Fi ::

Hell, thy name is E3.

Fortunately I returned from the pit with the majority of my faculties intact; I attribute this fortunate turn of events to having acquired a Rascal sidewalk scooter for the duration of the trade show. Nothing like wheeling through a line of sugared-up Nintendorks at the Rascal's cruising speed (which tops out at an impressive 13 MPH) to get you to the head of the line to play *Rogue Squadron* on the GameCube.

When I got back from E3 on a weary Sunday night you can imagine with what enthusiasm I tackled *The Simpsons* season finale before collapsing into a pile of dirty clothes and gum-covered luggage after an unfortunate incident with an armrest inside a certain minivan.

Forty-eight hours later, I revived, with just enough time to catch the series finale of *Voyager*...a show which I will always remember fondly for the sheer quantity and variety of angry e-mail which my reviews would inevitably accrue.

For more Sci-Fi news and more, visit
<http://scifi.ign.com>.



Feature Story ::

072 :: Review - *Star Trek: Voyager*

Also In This Issue ::

073 :: Review - *Buffy the Vampire Slayer*

074 :: Reviews - *X-Comics*



Reviews :: Buffy's Gift

In the show's dazzling 100th episode, *The Slayer* makes the ultimate sacrifice.



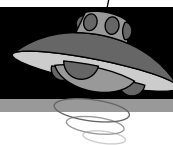
Reviews :: X-Treme X-Men #1

We review Marvel's brand spankin' new X-Men title, *X-Treme X-Men*.

Editor's Most Wanted ::

- 1 :: *Star Wars Galaxies* (PC)
- 2 :: *Rogue Squadron II* (NGC)
- 3 :: *Neverwinter Nights* (PC)
- 4 :: *Morrowind* (PC)
- 5 :: *Pickle on Parade*

Office Abuse ::
Jason Bates used to be
indecisive, now he's not sure.



Sci-Fi :: Review

THE VOYAGE HOME

After seven years of lost in space shenanigans, *Star Trek: Voyager* ends with a wimper.

This will probably be the most difficult *Voyager* review I write, because no matter what I say, there's no way to adequately sum up seven years worth of television show in one meager article. Still, I'll try.

The series finale, "Endgame," is better than average as *Voyager* episodes go, even managing to wring out a little tension in the final moments, since the ending isn't entirely expected. The final voyage actually develops the characters a mite bit further too, as B'Elanna finally has her kid and Seven and Chakotay become more than "just friends."

The crew's actual homecoming is extraordinarily brief. You'd think the show would go out with a parade or a speech or a party or something, but instead, the ship pops out of the wormhole, blows up a Borg Sphere, and exchanges a few brief words with some stunned looking Federals on the big viewing screen. The End. Pretty anti-climactic, huh? Not exactly worth waiting seven years for, is it?

So what exactly did we get instead? The future. Or rather, one possible future, which by the end of the episode has been completely nullified. In this timeline, it took *Voyager* another 23 years or so to limp home.

Meanwhile old, white-haired Janeway has been made an Admiral (for accomplishing...what?), yet something is still bothering her. Could she have done it better? Could she have brought the ship home a little sooner? Could she have arranged so Seven of Nine didn't die? So hop-skip-a-doodle, she's off into the time machine to go fix up the past.

Old Janeway flits back into the past and encounters her contemporary self. We are then treated to scene after scene of Old Janeway and Not-as-Old Janeway talking about this and that, along with a whole lot of the Borg Queen trying desperately to be menacing, and *Voyager* getting beefed up with some of Old Janeway's magical future technology – some Batmobile armor plating and "transphasic torpedoes" that can blow up a Borg Cube in one shot.

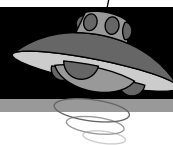
I've yet to see a new *Trek* do a worthwhile time travel story, something on the level of *Heinlein* or *Terminator* or "City on the Edge of Forever," where moving through time has significance and meaning, and isn't just a lazy way to write your way out of a jam.

But that's the problem with *Voyager*, the creators will use the trappings of science fiction to peddle their rosy hallucination of the future but they lack the overall vision and science fiction sensibilities to create a consistently logical framework of what can and can't be done with the given technology.

So I can't believe they ruined the series finale with yet another lousy time travel story, and in the process managed to give short shrift to just about everybody aboard the ship and deny them the chance for a reunion with their loved ones back home.

Wait a minute, let me rephrase that. I can believe it. I've watched enough *Voyager* to know that that's exactly what they'd do. Well, no more. – **Jason Bates** ■





Sci-Fi :: Review

BUFFY THE VAMPIRE SLAYER: BUFFY'S GIFT

In the show's dazzling 100th episode, The Slayer makes the ultimate sacrifice.

There's a moment in "Becoming, Part 2," the second season finale of *Buffy the Vampire Slayer*, that never fails to reduce me to tears. In that moment, good floods back into the eyes of Angel, and Buffy pulls him in for a tearful, passionate kiss.

And then she sends him to hell.

That moment captures everything that is perfect and beautiful about this show – the stories told on a grand, epic scale, the unabashed romance between doomed characters, the melding of dark fantasy with sunny youth. An esteemed colleague and I long ago came to the conclusion that Buffy has forever been chasing a moment so epic since then, always coming close, but never quite achieving it on the same scale. Still, Joss is God, after all, so I knew he'd have to get there again someday.

Ladies and gentlemen, that day has come.

The fifth season finale and 100th episode has Buffy finally realizing what may be her destiny. To save the world once more...with her life.

As you'll all remember, Dawn has been captured by Glory, who is still flitting about in her velvet Queen of Hearts robe and planning the ritual that will kill Dawn and bring about the apocalypse.

The Scoobies prepare for battle via a nice collection of tender, earnest moments, an intense prologue to what comes next.

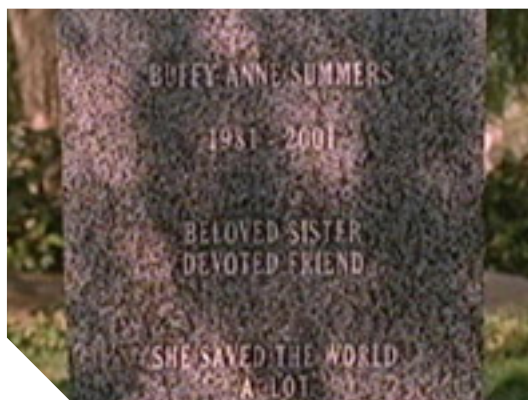
And what comes next, quite frankly, kicks a whole lotta ass.

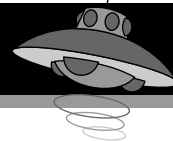
The kids head over to save Dawn and kill Glory, and though everyone gets a prize moment, it's all leading up to Buffy making the Ultimate Sacrifice. The ritual, you see, has begun. Dawn has shed blood, the portal has opened...only blood can close it. As this chaos swirls around Buffy, she realizes what she must do. She runs. She leaps. And she dies.

Buffy making that leap – nicely preceded by a fateful montage hammering home the point that death is her gift – recalls at least a couple of great moments in sci-fi movie history. The leap is a Ripley move straight outta *Alien 3*, the rest is pure Spock. Remember, kids? The needs of the many outweigh the needs of the few. Or the one. We can only hope that Willow and Co. will remember that good ol' James Kirk wasn't able to settle for that. (And don't worry, they will – I'm dying to see how Joss brings Buffy back, but we can be fairly certain that she will be back.)

Thus ends a glorious stew of action, passion, and heroics epic enough to be framed in sweeping music, Gotham City-like vistas and acrobatic battles of the grandest scale. It's really the ideal way to wrap up 100 episodes – by showing that this series can and does continue to break the rules, by giving us a heroic act so heartbreaking it takes your breath away, and by hammering home the point that destiny, though it can be twisted, cannot be avoided.

And I truly expect that, as I watch it over and over again, it will always, always reduce me to tears. – **Sarah Kuhn** ■





Sci-Fi :: Review

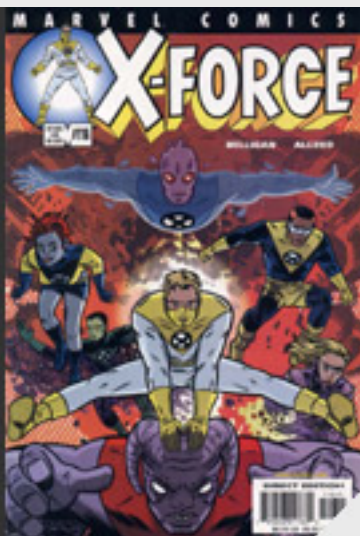
X-FORCE #116 ::

Writer ::

Peter Milligan

Artist ::

Mike Allred



Milligan and Allred have taken this book into an insanely kooked-out place -- this ain't your mama's X-Force. Basically, we are now in a world where superheroes are as cynical as they are media-savvy. It's sorta like that movie *The Specialists*, only with way more blood, guts and sex.

Oh, yeah, that's another thing -- this book is decidedly not for the young 'uns. This ish alone has everything from the team leader, Zeitgeist, gettin' it on with two models in the opening pages to a gelatinous hero "relaxing" his teammate by...uh, never mind.

Anyway, the bulk of this book serves to introduce us to the characters, and stirs up conflict in the form of the newest team member, The Anarchist. One very cool thing is that the look of most of the team -- such as funky-headed Sluk, who looks like Donald from *Fat Albert* -- is quite outside of the norm even for X-Men, more akin to something like Allred's *Atomics*.

Other loopy things: the last page features more carnage than all the other X-Books combined, and there's an amazingly funny parody of boy bands (and you'd think parodies of boy bands would be tired by now). I just hope they can sustain the freakish tone for an entire series without it becoming a mere novelty.

-- Sarah Kuhn ■

Sci-Fi :: Review

:: X-TREME X-MEN #1

Writer ::

Chris Claremont

Artist ::

Salvador Larrocca



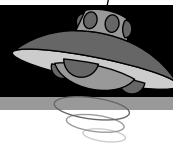
Once you get past the patronizing title (here at IGN, "Extreme" is a byword for mediocrity, thanks to an endless spew of bad "extreme" games), you'll find an intriguing book on your hands. Most intriguing is the art. There is no inking here, it's just Salvador Larrocca's pencils and the coloring. This really creates a look that's a lot subtler than we've seen before.

Now the story. First off I should say I am a Claremont fan -- the first comics I got into in a big way back in the early '80s were Claremont's *Uncanny* and *New Mutants* and I have nearly two hundred of them. So like a lot of you, I was excited about his return to *Uncanny* last year, and like a lot of you, I wasn't too pleased with the results.

But I'm actually glad he ended up with another X-title to play with, and having read this one through, I'm cautiously optimistic. Sure, some of the same flaws are there -- photocopied villain motivations, an over-powered Rogue (the girl does NOT need claws! Why push her into invulnerable-unbeatable-dangerously boring Superman-type territory?), baffling boat trips, X-Treme Wordiness, etc. But at least this time around the negatives are tempered with some genuine positives. Such as? The characters feel right. The team has a purpose, actual goals.

XX #1 is not for everyone, not something I'd hand to a new reader, and not the *Revolution*. But it's more than worth checking out.

-- Jason Bates ■

**Sci-Fi :: Review****UNCANNY X-MEN #394 ::****Writer ::**

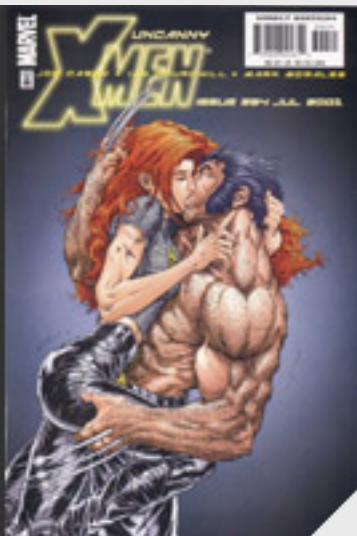
Joe Casey

Pencils ::

Ian Churchill

Inks ::

Mike Morales



This is about as clean a break from current continuity as I've seen in a Marvel comic in a long time; there simply aren't any references to what has gone on in recent issues. Rather abruptly, the costumes are different, the team is different, and the attitudes and personalities of the characters have gone through some serious changes.

Some of this change is good. The Scott-Jean-Logan triangle, while played many times before, at least gives you real characters in real conflict instead of the same old boring speeches about being sworn to protect a world that hates and fears them blah, blah, blah. The new costumes and the dark, urgent look of the book have appeal, and Ian Churchill's art is fun to look at, with lots of detail and lots of facial expressions.

That said, this story didn't entirely grab me. The villain's motivations are murky. When we first meet him, he's drinking and having a great time with some babes. He's covered with tattoos, he's hip and a little crazy, he's a 21st Century mutant, King Mob or Spider Jerusalem with hair. Then he decides to attack an army base, loses the fight, and kills himself. Seemed to me like he had plenty to live for.

And while he's attacking the army base, the story veers off into one of those "psychic landscape" plot devices in which the main characters are sucked inside the villain's brain somehow. Granted, this was a way to make Jean and Logan think they're about to die and do what comes natural, but it still felt out of place, too whimsical, for what's otherwise a grim and gritty book.

Still this is an interesting new direction for one of the industry's best-selling books, and by all means I want to see where it goes.

- Jason Bates ■**Sci-Fi :: Review****:: NEW X-MEN #114****Writer ::**

Grant Morrison

Pencils ::

Frank Quitely

Inks ::

Tim Townsend



Is there anything more satisfying than a good splash page? All the more satisfying when said splash page is the title page, a sort of opening credits for the book. I must say, the splash/title page in this week's brand spankin' new X-Men is pretty spectacular – all burnished orange, with dazzling little glimpses at each of our featured characters.

The rest of the ish doesn't quite live up to its title sequence, but I have a feeling this is because we're in set-up mode. As with most Morrison tomes, there's a conspiracy afoot, this one having to do with exterminating mutants (what else?). Professor X is just getting hints of this, and so are we.

All of the relationships on the team feel familiar, yet flawed – we get a few more clues about Jean and Scott's marital discord, and Wolvie and Cyke do their usual understated tension thing. That's a good starting point, and I hope our X-Men will have something of that rough 'n' tumble, familial dynamic they've had at various points in the past.

Quitely's art is striking and cinematic, as it was in The Authority, though he has a tendency to give humans rather wrinkled visages. I am, however, diggin' Beast's new look, which is bulky-yet-refined and vaguely feline. Nice work on the big blue guy, Mr. Quitely.

Anyway, this is an intriguing first effort with lots of brain-tickling images to savor. I'm just waiting for Emma Frost to show up, though – that's when things should start getting really good.

- Sarah Kuhn ■



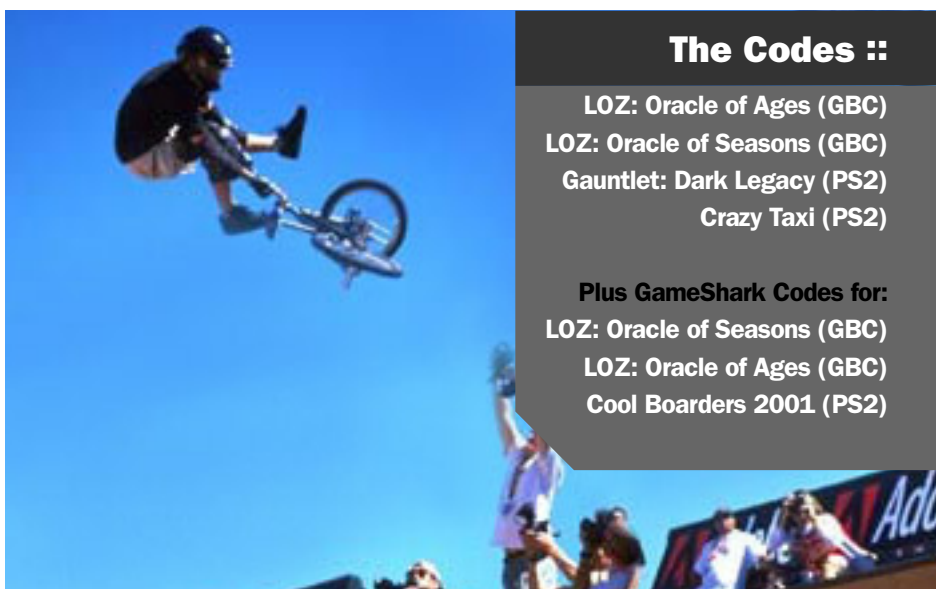
Chris "El Sexo" Carle

This Month in Codes ::

Codes are sexy. Strategy guides make us hot. Cheating just feels so good... in a dirty way. Or was it dirty in a good way? Well, either way, we're serving up eight and a half by eleven inches of pure, throbbing cheat gristle this month. That's right. There's so much hot, fresh code action going on here you might just need to sit down...if you can.

For starters, we've got a ripe, steamy walkthrough to Mat Hoffman's Pro BMX, complete with special tricks list and all the most secret secrets. On top of this, we've got codes for Gauntlet: Dark Legacy, the Zelda: Oracle games and Crazy Taxi on the PS2. Add some Gameshark Codes to the mix and you've got the makings of a serious party.

For more codes, guides, hookers & more, visit
<http://codes.ign.com>.



The Codes ::

LOZ: Oracle of Ages (GBC)
LOZ: Oracle of Seasons (GBC)
Gauntlet: Dark Legacy (PS2)
Crazy Taxi (PS2)

Plus GameShark Codes for:

LOZ: Oracle of Seasons (GBC)
LOZ: Oracle of Ages (GBC)
Cool Boarders 2001 (PS2)

Featured Guide ::

079 :: Mat Hoffman: Pro BMX Strategy Guide

We take you through the in-and-outs of the tricks and walk you through the game.



Codes :: Gauntlet: Dark Legacy

Secret costumes, invincible characters, tons of money and more!



Codes :: LOZ: The Oracle Games

Full ring list plus GameShark codes.

Editor's Most Wanted ::

- 1 :: Rugby (PS2)
- 2 :: Harvest Moon (PS2)
- 3 :: Tony Hawk 3 (PS2)
- 4 :: Rogue Squadron II (NGC)
- 5 :: Medal of Honor: Allied Assault (PC)

Office Abuse ::
Two words: Man Bra



Legend of Zelda: Oracle of Ages and Oracle of Seasons (GBC)

Ring List

There are 64 Rings scattered throughout Oracle of Ages and Oracle of Seasons. Some, you will find in Dungeons and chests and others you will discover once you've grown a Gasha Seed into a Gasha Nut. The rarer the location a Seed is planted in, the more likely you are to grow a special Ring. All of the Rings you can collect in both games are listed below:

Ring Name (Game)	Effect	Ring Name (Game)	Effect
1. Friendship Ring (A, S)	Get from Vasu (no effect)	36. Quicksand Ring (A, S)	Immune to Quicksand
2. Power Ring L-1 (S)	Attack +1, Damage +2	37. Red Joy Ring (A, S)	Monsters drop extra Rupees
3. Power Ring L-2 (A, S)	Attack +2, Damage +2	38. Blue Joy Ring (A, S)	Monsters drop extra Hearts
4. Power Ring L-3 (S)	Attack +3, Damage +8	39. Yellow Joy Ring (A)	Inc. number of Items found
5. Armor Ring L-1 (A)	Attack -1, Damage -1	40. Green Joy Ring (S)	Increases number of Ore Chunks found
6. Armor Ring L-2 (S)	Attack -1, Damage -2	41. Discovery Ring (A, S)	Allows you to locate soft soil
7. Armor Ring L-3 (A)	Attack -1, Damage -3	42. Rang Ring L-2 (A, S)	Boomerang Attack +2
8. Red Ring (S)	Increases Attack x 2	43. Octo Ring (A, S)	Morph Link into an Octorok
9. Blue Ring (A)	Decreases Damage by 1/2	44. Moblin Ring (A, S)	Morph Link into a Moblin
10. Green Ring (A, S)	Increases Attack by x1.5, Damage by x0.75	45. Like Like Ring (A, S)	Morph Link into a Like Like
11. Cursed Ring (A, S)	Increases Attack by x0.5, Damage by x2	46. Subrosian Ring (S)	Morph Link into a Subrosian
12. Expert's Ring (A, S)	Throws a punch	47. First Gen Ring (A, S)	Morph Link into NES Link
13. Blast Ring (S)	Bomb Attack +2	48. Spin Ring (S)	Spin attack x2
14. Rang Ring L-1 (S)	Boomerang Attack +2	49. Flower Ring (A, S)	Own Bombs won't hurt you
15. Ages GBA Ring (A)		50. Energy Ring (A, S)	Sword will shoot beams instead of spin attack
16. Maple's Ring (A, S)	Maple event more frequent	51. Razor Ring (A, S)	Damage=one heart at a time
17. Steadfast Ring (S)	Decreases hit kickback	52. Seasons GBA Ring (S)	
18. Pegasus Ring (A)	Pegasus Seed's last longer	53. Slayer's Ring (A, S)	Get this when you've slain 1000 monsters
19. Toss Ring (A, S)	Increases throwing distance	54. Wealth Ring (A, S)	Get this when you've collected 10,000 Rupees
20. Heart Ring L-1 (A)	Heals Hearts as you walk	55. Victory Ring (A, S)	Received after killing Ganon
21. Heart Ring L-2 (A, S)	Regenerates Hearts	56. Sign Ring (S)	Get this after breaking 100 signs
22. Swimmer's Ring (A)	Allows Link to swim faster	57. 100th Ring (A, S)	Get this when you've had 100 Rings appraised
23. Charge Ring (A, S)	Spin attack charges quicker	58. Whisp Ring (A, S)	Whisps don't affect you
24. Light Ring L-1 (A)	Sword shots at -1 Hearts	59. Gasha Ring (A, S)	Grow rare Gasha Seeds
25. Light Ring L-2 (A)	Sword shots at -2 Hearts	60. Peace Ring (A, S)	Bombs won't explode until thrown
26. Bomber's Ring (A)	Place 2 Bombs at a time	61. Zora Ring (A, S)	Dive without breathing
27. Green Luck Ring (A, S)	Less damage from traps	62. Fist Ring (A, S)	Punch when not equipped
28. Blue Luck Ring (A, S)	Less damage from beams	63. Whimsical Ring (A, S)	Attack=1, but sometimes can slay monster in 1 strike
29. Yellow Luck Ring (A)	Less damage from falls	64. Protection Ring (A, S)	Always take one Heart damage
30. Red Luck Ring (A, S)	Less damage from spikes		
31. Green Holy Ring (A, S)	Less electrical damage		
32. Blue Holy Ring (A, S)	Less damage from Zora		
32. Blue Holy Ring (A, S)	Less damage from Zora		
33. Red Holy Ring (A, S)	Less damage from rocks		
34. Snowshoe Ring (A)	Provides traction on ice		
35. Roc's Ring (A, S)	Cracked floors will hold you		

Legend of Zelda: Oracle of Ages (GBC) :: GameShark

Have All Essences Of Ages: 91ffbfc6

Have All Secondary Items: 91ff9fc6,

91ffa0c6, 91ffa1c6, 91ffa2c6,

91ffa3c6, 91ffa4c6, 91ffa5c6

Have Master Sword: 9103b2c6

Infinite Health: 9140abc6

Infinite Rupees: 9109aec6, 9199adc6

Invincible: 91152bd0

Max Health: 9140aac6

LOZ: Oracle of Seasons (GBC)

Have Rod of Seasons and all 4 powers:

918FB0C6

Infinite Ore (in Subrosia): 9199A7C6,

9109A8C6



Cool Boarders 2001 (PS2) :: GameShark Codes

(M) Must Be On EC878228144837FC	All Trick Gates Won 800778640000	Gray Maxed 1C8F49B00E4CDD9F	M.Taggart Maxed 1C8F49D00E4CDD9F	Replay Maxed 1C8F49940E4CDD9F	T.Richards Maxed 1C8F49D80E4CDD9F
All Boards Unlocked 3006bf0c00ff	Always Place First d00a68920003	1C8F28280E4CDD9F	1C8F28480E4CDD9F	1C8F290C0E4CDD9F	1C8F28500E4CDD9F
All Career Boarders 1C8F29F861DFB00C	800a68920001	Infinite Time 4CA7A5B01456B00C	Massive Score 1CA7BEF417E9C70C	S.Wittlake Maxed 1C8F49C80E4CDD9F	Tex Maxed 1C8F49AC0E4CDD9F
All Career Events 7C8F29B81446E7A6	B.Christy Maxed 1C8F49B80E4CDD9F	J.Jones Maxed 1C8F49B40E4CDD9F	Max Maxed 1C8F499C0E4CDD9F	1C8F28400E4CDD9F	1C8F29240E4CDD9F
3D9882291456E7A5	1C8F28300E4CDD9F	1C8F282C0E4CDD9F	1C8F29140E4CDD9F	Sasha Maxed 1C8F49980E4CDD9F	
All Characters Unlocked 8006c2fcffff	Burg Maxed 1C8F49A80E4CDD9F	J.Oksanen Maxed 1C8F49D40E4CDD9F	Max Score 800a68ece0ff	1C8F29100E4CDD9F	
All Levels Unlocked 8006be34ffff	1C8F29200E4CDD9F	K.Jones Maxed 1C8F49C40E4CDD9F	800a68ee05f5	Stop Timer 800a7f4c0000	
8006be36ffff	Cool Maxed 1C8F49900E4CDD9F	1C8F284C0E4CDD9F	N.Cole Maxed 1C8F49C00E4CDD9F	T.Dakides Maxed 1C8F49BC0E4CDD9F	
8006bE38ffff	1C8F29080E4CDD9F	Karma Maxed 1C8F49A00E4CDD9F	1C8F28380E4CDD9F	T.Parker Maxed 1C8F49CC0E4CDD9F	
3006be3a00ff	Enable Code d00b11cc023a	1C8F29180E4CDD9F	Plenty Of Coins 4CA7BEF01456089C	1C8F28440E4CDD9F	
All QuickRace Tracks 7C8F466C1458E7A6	800b11ce1000	Le'Monjello Maxed 1C8F49A40E4CDD9F	Trent Maxed 1C8F498C0E4CDD9F	Quick Race Boarders 1C8F498461DFB00C	
3D9882291456E7A5	d00b1144000a	1C8F291C0E4CDD9F	1C8F29040E4CDD9F		
	800b11461000				

Gauntlet: Dark Legacy (PS2) ::

View cutscenes

When the game loads, you see the copyrights screen first. If you hold the x button while this screen is up, the game will show the cutscenes from the beginning of the various levels when the screen clears. You can skip though scenes with x button and return to the normal load of the game by pressing start. *(submitted by mbrslik)*

Cheat Codes

To use any of the following codes, enter them as your player's name. Since these codes are put in as the name, you can only use one at a time.

\$10,000 Gold each level:

10000K

9 potions and keys each level:

ALLFUL

Invincible Character:

INVULN

Invisible Character:

000000

Floating Character:

1ANGLI

Big Character:

DELTA1

3-Way Shot Character:

MENAGE

Turbo Character:

PURPLE

Extra Speedy Character:

XSPEED

X-Ray Character:

PEEKIN

Supershot Character:

SSHOTS

Rapid Fire Character:

QCKSHT

The Name Game

If you press X in the name insertion screen when starting a new game, rather than entering a name, the computer will auto-complete it for you. Then, you'll get the lordly title of "Larry" or "Chip" or "Chuck." Chuck the Wizard has a nice ring to it.

Secret Costumes

Each class in the game has quite a few secret costumes. To access these, simply enter the codes below as your character's name. Each six-digit code is one different costume.

Dwarf: NUD069

Warrior: MTN200

Knight: CSS222

ICE600

RAT333

STG333

Jester: CAS400

RIZ721

STX222

Wizard: ARV984

PNK666

DES700

SJB694

KJH105

GARM00

BAT900

Valkyrie: GARM99

DIB626

AYA555

SUM224

KAQ292

CEL721

SKY100

TAK118

TWN300

Crazy Taxi (PS2) ::

Another View

To get another view of the Crazy Taxi proceedings, begin a game. While the game is in progress press and hold L1 and R1, then press CIRCLE to enter first person driving mode. Press TRIANGLE (while holding L1 and R1) to show things from a wider angle. Press SQUARE (while holding L1 and R1) to see the speedometer. *(submitted by offspring66)*

Turn Off Arrow

To make the arrow that points you to your next destination disappear, hold R1 and press START before you see the character selection screen. "No Arrows" will appear on the screen if entered correctly. *(submitted by timbalandluvva)*

Turn Off Destination Mark

To switch off the glowing square that indicates your destination, press and hold, then press Start before you see the character selection screen. "No Destination" will appear onscreen if done correctly. *(submitted by timbalandluvva)*

Unlock Another Day

To shake things up in the city and play "Another Day," press and hold R1. Keep holding it until you choose a taxi driver. Once you do, you'll see "Another Day" onscreen, indicating correct code entry. *(submitted by timbalandluvva)*

Unlock Expert Mode

To unlock the special Expert Mode, press and hold L1 and R1, then press START before you see the character selection screen. "Expert" will appear onscreen if done properly. *(submitted by timbalandluvva)*



Guides :: PlayStation

Mat Hoffman's Pro BMX

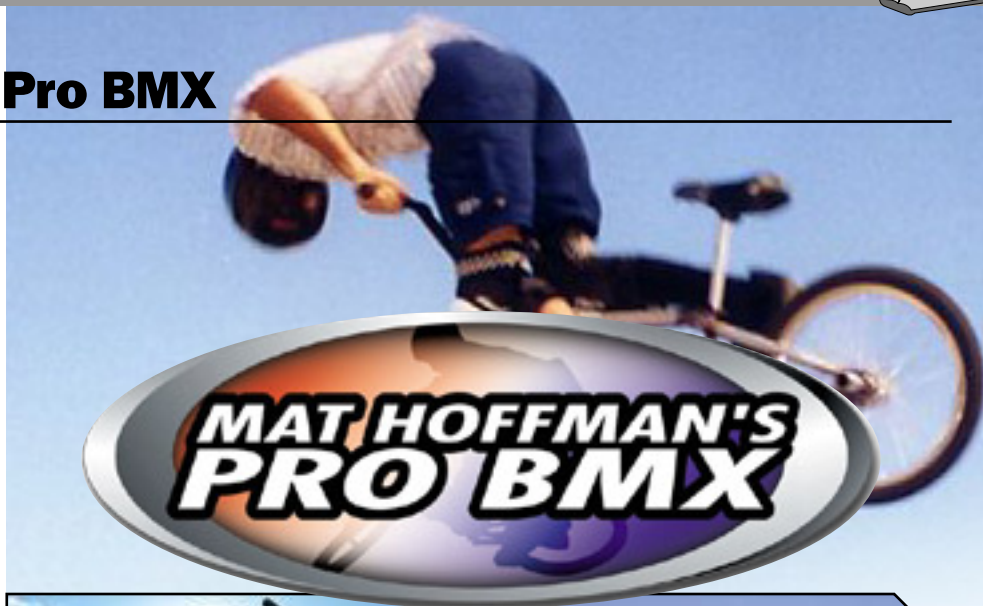
Intro

Like Tony Hawk in skateboarding, Mat Hoffman defines the sport of Pro BMX. Turning pro at age 16, Hoffman was the youngest ever to ascend to the prime time. In his amazing career, he has set the standard for pro riders, started two companies (including the vaunted Hoffman Bikes), and invented most of the vert tricks used today. He is the ultimate rider, the ultimate BMX enthusiast and the ultimate madman. He is Mat Hoffman, and he's got his own game.

Runecraft and Activision have built on the success of the wonderful Tony Hawk series, using the same engine to bring the world of BMX to a console near you. The result is a rough-and-tumble spokes-in-your-face bike riding extravaganza... and IGN has a guide to cover it all. Our guide is packed sprocket to handlebars with Rider info, tips on how to ride, a level walk-through, gaps list and more! Backpedal on for all of the dirt.

Basics

The basics of Mat Hoffman will be instantly recognizable by anyone who has ever played Tony Hawk's Pro Skater 1 or 2. The idea of the game (at least of Career mode, which this guide covers) is to move through a series of challenges to collect Covers that help unlock new levels, bikes and competitions. You do this by collecting items scattered throughout the maps, touching or breaking specific objects and getting above certain preset scores. To do this, you'll have to carefully hone your biking skills.



Mat Hoffman ::

3 :: Bunnyhop
7 :: Air
6 :: Spin
4 :: Balance

Manual :: 3
Speed :: 6
Accel :: 6
Fakie :: 2

Hometown :: Oklahoma City, OK

Years Pro :: 14

Rides :: Hoffman Bikes

Bionic test pilot and founder of Hoffman Bikes, Mat "The Condor" Hoffman has been riding most of his life and he has the battle wounds and 10 World Vert Championships to prove it.

Special Tricks

Superman One-hander (2500 variable) ::

DOWN, DOWN + CIRCLE

Barhop (2500) ::

RIGHT, RIGHT + SQUARE

Peacock (3000 variable) ::

LEFT, RIGHT + SQUARE

Backflip Tailwhip (5000) ::

DOWN, DOWN + CIRCLE

Triple Tailwhip (5000) ::

DOWN, RIGHT + CIRCLE



Simon Tabron ::

3 :: Bunnyhop
6 :: Air
7 :: Spin
3 :: Balance

Manual :: 3
Speed :: 6
Accel :: 6
Fakie :: 2

Hometown :: Liverpool, UK

Years Pro :: 6

Rides :: Mongoose

Maybe it's the accent, maybe it's the soaring 900's that leave the crowds slack-jawed. Whatever it is, you can't miss the Brit who gets more air than the Royal Air Force.

Special Tricks

One Handed Swing Leg (2500):

RIGHT, RIGHT + SQUARE

Superman Seat Grab (2500 variable):

UP, UP + CIRCLE

Double Seat Grab Superman (2500 variable):

DOWN, DOWN + CIRCLE

No Footed Candybar One-Hander (3000):

LEFT, RIGHT + SQUARE

Backflip One-Footer (3500):

UP, DOWN + CIRCLE



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Mat Hoffman's Pro BMX

Bios

Name :: Cory Nastazio

Hometown :: Huntington Beach, CA

Years Pro :: 8

Rides :: Huffy

Throw in one part daredevil, one part lab rat and a dash of funk. Shake vigorously at 140 beats per minute. Serve on fresh dirt and you have the recipe for the hip-hop soldier known as 'Nasty.'

Name :: Joe Butcher Kowalski

Hometown :: Bethlehem, PA

Years Pro :: 11

Rides :: Hoffman Bikes

The carcass-ripping carnivore known by the name of 'Butcher' has torn up the streets on his brakeless Hoffman Butcher for years now.

Name :: Rick Thorne

Hometown :: Orange, CA

Years Pro :: 9

Rides :: Hoffman Bikes

X-Games veteran, comedian and purveyor of all things black. Rick does it all, from hosting both ESPN and MTV Sports to being a featured rider on the Vans Warped Tour.

Name :: Dennis McCoy

Hometown :: Kansas City, MO

Years Pro :: 16

Rides :: K2 DMC Pro

Dennis is the only rider to hold a title in each category - street, vert, dirt and flatland. Ask him to list some career highlights and he mentions sessioning empty pools and winning 20 Bucks from Mat Hoffman for zagnutting Thorne's bike into the Atlantic Ocean.

Name :: Kevin Robinson

Hometown :: East Providence, RI

Years Pro :: 10

Rides :: Hoffman Bikes

Take one country singing, kick-boxing Rhode Islander, put him on a spiffy white Hoffman Condor and a vert ramp and you've got Kevin Robinson, New England's backflipping heart-throb.

Name :: Mike Escamilla

Hometown :: Whittier, CA

Years Pro :: 6

Mike Escamilla AKA "Rooftop" - a frequent Props Road Fools Crew member - is known world-wide for his street credibility.



Rick Thorne ::

4 :: Bunnyhop

5 :: Air

4 :: Spin

6 :: Balance

Manual :: 5

Speed :: 4

Accel :: 4

Fakie :: 4

Special Tricks

Double Seat Grab Superman (2500 variable):

DOWN, DOWN + CIRCLE

Decade Air (4000):

LEFT, RIGHT + CIRCLE

Backflip No Footer (4000):

UP, UP + CIRCLE

Front Body Flip (5000):

DOWN, RIGHT + CIRCLE



Dennis McCoy ::

4 :: Bunnyhop

5 :: Air

5 :: Spin

4 :: Balance

Manual :: 6

Speed :: 4

Accel :: 4

Fakie :: 4

Special Tricks

Superman Tail Whip (3000):

DOWN, DOWN + CIRCLE

Backflip One-Footer (3500):

UP, DOWN + CIRCLE

Double Tail Whip (3500):

DOWN, RIGHT + CIRCLE

Decade Air (4000):

LEFT, RIGHT + SQUARE



Kevin Robinson ::

4 :: Bunnyhop

6 :: Air

5 :: Spin

3 :: Balance

Manual :: 4

Speed :: 6

Accel :: 5

Fakie :: 3

Special Tricks

Barhop (2500):

RIGHT, RIGHT + SQUARE

One Handed Swing Leg (2500):

RIGHT, DOWN + SQUARE

Superman Tube Grab (2500 variable):

DOWN, DOWN + CIRCLE

No Handed Backflip (4000):

UP, DOWN + CIRCLE



Mike Escamilla ::

6 :: Bunnyhop

3 :: Air

4 :: Spin

6 :: Balance

Manual :: 4

Speed :: 3

Accel :: 3

Fakie :: 7

Special Tricks

Superman Seatgrab Barspin (2500 variable):

DOWN, DOWN + CIRCLE

Backflip One Footer (3500):

UP, DOWN + CIRCLE

Front Flip (5000):

DOWN, UP + CIRCLE

Body Varial (5000):

LEFT, RIGHT + SQUARE



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Mat Hoffman's Pro BMX

The Tricks

Bunnyhop: The most basic trick out there, this is a simple jump with the bike. Press and hold X to gain speed, then let it go to perform a bunnyhop. Bunnyhops begin most strings of tricks.

Quick Trick: Usually performed with the handlebars, the quick trick is the equivalent of a kickflip in skateboarding, and usually results in fewer points. (SQUARE + D-Pad or Analog stick)

Air Trick: These tricks are performed off of ramps or kickers. The rider does something spectacular on the bike in mid-air for extra points. (CIRCLE + D-Pad or Analog stick)

Grind/Stall: To perform a grind, press TRIANGLE as you come down on an edge or rail to slide along it and collect accumulating points. To perform a stall or plant technique (an invaluable tool in this game), press TRIANGLE as you head vertically up a ramp or quarter to temporarily pause at the coping and collect points. You cannot grind indefinitely, so keep an eye on the wobbling. If you begin to sway, it's time to jump down and try something new.

Manual: An important ingredient in linking, a manual is basically a "wheelie", allowing you to join strings of tricks across flat surfaces. It is performed by pressing UP then DOWN (or vice versa) before landing on the ground.

Special Tricks: Each rider has a stable of special tricks, which require multiple button presses in order to perform. To do them, though, you'll have to fill up your "Special" meter, which is accomplished by pulling off several spectacular tricks in a row without falling. The moment you bail, your Special meter will fall to zero.



Cory Nastazio ::

4 :: **Bunnyhop**
6 :: **Air**
5 :: **Spin**
3 :: **Balance**

Manual :: 3
Speed :: 6
Accel :: 7
Fakie :: 2

See previous page for bio.

Special Tricks

Superman Seatgrab (2500 variable):

DOWN, DOWN + CIRCLE

Double Tail Whip (3500):

DOWN, RIGHT + CIRCLE

Backflip Tabletop (4000):

UP, DOWN + CIRCLE

Front Flip (5000):

DOWN, UP + CIRCLE

Spinning: Add a spin to any trick (by pressing RIGHT or LEFT in the air, or by using the shoulder buttons) to add to your score. A 360 degree trick will net more points than one with no spin. A 720 degree spin is even better.

Trick Linking

The bread and butter of Mat Hoffman is trick linking. It works the same way as it did in Tony Hawk. The more tricks you can string back to back, the higher the score. In order to link tricks, you will have to keep at least one wheel of your bike off flat ground at all times. The moment two wheels touch, the trick string will be over and you can start a new one.

Grinds and manuals are the easiest way to string a bunch of tricks together. You can hop from rail to rail and each time you land in a grind, the trick will be multiplied by one more. Therefore, if you toothpick grind to icepick grind to afeebie, it will be whatever the grind score is X 3. Manuals are even more helpful,



Joe Butcher Kowalski ::

6 :: **Bunnyhop**
2 :: **Air**
4 :: **Spin**
7 :: **Balance**

Manual :: 5
Speed :: 3
Accel :: 3
Fakie :: 6

See previous page for bio.

Special Tricks

Superman Backpeg Barspin (2500 variable):

DOWN, DOWN + CIRCLE

No Footed Candybar One-Hander (3000):

UP, UP + CIRCLE

Half Barspin Tail Whip (4000):

DOWN, RIGHT + CIRCLE

Backflip Tabletop (5000):

UP, DOWN + CIRCLE

because you can link tricks across flat surfaces. So if you're grinding a bench and see a pool edge you want to slide on, hop there (keeping an eye on the balance meter, which can be tweaked by tapping up and down on the D-Pad) and your string will be intact.

In Mat Hoffman, stall-type tricks work best to begin a run, simply because they can be held for a lot of pointage. Then hop into a grind or manual into an air. If possible, it is always best to end a string of tricks with a special. This will lead to mammoth scores.

Upgrading Gear

As you work through the levels of Career Mode, you will have the opportunity to upgrade to a new bike twice. These extra rides have better balance, stability and speed, so the sooner you can get to them, the better. You can also tweak your bike when selecting a rider. Select new Forks, Bars, Sprockets, Freewheels and Tires to slightly alter the handling of your ride.



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Mat Hoffman's Pro BMX

Career Mode Hoffman Bike Factory



Scoring Lines

Since this is the first level, cycling through most of your air tricks will do serious damage to the rather paltry scores you need for Covers (10,000 and 30,000). Sessioning the half pipe and central bowl is all the further you have to go to collect these. Link tricks together with manuals, and be sure to start each series out with a grind. The large quarter pipe channel on the far end of the room (near the garage door) is another good place to score points,

as you can bunnyhop to grinds and the lip of the quarter up to the rail, and back down again. Transition to the central bowl for even more points.

Smash the Lights

1: The first set of lights is directly ahead on the other side of the rollin ramp. Push forward as you hit the opposite lip to force into the light, breaking it.

2: The second light is on the same wall as the first, but further down the wall. Head out of the halfpipe to the left corner. You'll see the light midway down this quarter. Bunnyhop off the quarter into the light.

3: The third light is above the finger where you found the R. Swing your back end into it to smash the light.

4: On the same wall, you'll see a second finger. Just past it is a light. Gain momentum off the opposite channel, then pop into the bulb to shatter it.

5: The fifth bulb is suspended between a pair of large pipes at the closed end of the U-shaped channel (next to the bowl). Go the opposite direction from the fourth light, then bunnyhop and press forward to pump into the light.

Get T-R-I-C-K

T: The T is located at the open end of the starting half pipe. Zip up the quarter wall near the opening to snag it.

R: Once you get the T, ride forward to the small finger on the wall ahead. The R is just above this ridge. Pop over the finger to get it.

I: The I is on the corner of the central bowl. Pop up the quarter here to grab it.

C: Next to the central bowl is a wide channel area. On the far wall is the C, sitting on the coping.

K: The K is high in the air between the two finger ramps on the wall opposite the bowl and half pipe. Get some speed going on the outside quarter of the bowl, then sky into the K to score a Cover.



Secret Cover

Although it is the first secret cover in the game, this is one of the toughest to snag. It lies on a fat pipe that runs the length of the factory. The process of getting it seems simple, but the implementation is difficult. From the starting roll-in, move to the end of this half pipe and begin going back and forth up the ramp, gaining altitude. You don't need to do tricks to gain momentum, but it helps. Bunnyhop as you reach the lip to sky higher. Do this a couple of times until you are almost reaching the rafters. When you reach the proper altitude, pull off a massive air (going toward the pipe as it stretches toward the far wall). As you reach the apex of your jump, push forward to fly toward the tube. Land in a grind and hold it until you reach the Secret Cover.

Note: You may want to wait until you get a better bike to do this. Mat Hoffman is not necessarily a linear game. It will help you out greatly to have a juiced ride before attempting this.

Secret Area

In the central wooden bowl, you will see a large lever. Grind around the lip until you trigger it, opening the green door at the back of the room. Then get out of the bowl and head through the opening to an outdoor area. This little dirt course contains a high brick wall suitable for mad grinding and a series of dirt ramps to launch phat airs off.

Career Mode Construction Yard

(4 Covers Needed to Unlock)

Scoring Lines

This course has many areas designed to pump up the scoring. Right off the bat, you can manual to a bunnyhop on to the small shack ahead, then land in a grind on the rail, bunnyhop to a manual and leap up into the bonus sign for a



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Mat Hoffman's Pro BMX

Career Mode Construction Yard (cont.)



tight little score. If you keep heading down the path, you'll find an abandoned concrete pool. Shred this lip, then use the bowl to exhaust your supply of air and lip tricks to grow your score even more.

The two-tiered overpass zone is also ripe for sessioning. The overpass itself can be shredded with a manual to bunnyhop over the gap. Land in a manual and carry it to the concrete quarter, then pop a Superman or equally impressive air to launch your score into the stratosphere. Or, go under the bridge

and use the halfpipe in the dirt to tweak some bad air. Another fun thing to do here is to use the kicker ramp over the bulldozer to get up on the rails embedded in the canyon walls.

Topple Toilets

1: You will notice the first toilet just to the left of the row of cabins at the starting point. Ride forward and knock it down.

2: Now ride down the path to the next area (the one with the concrete pool). The next toilet is to the right of this concrete bowl.

3: To get the third potty, turn around and look to the other side of the crater. Ride over and collapse it.

4: Head through the next pass to see a two-tiered area with a highway overpass running into the distance. In the area below the overpass is the fourth loo.

5: Once you have the fourth outhouse, head back up the dirt ramp and over the concrete bridge. Leap the gap using the ramp (or jump to a grind on the rebar). The last toilet is resting near the base of the concrete quarter pipe.

Get T-R-I-C-K

T: From the starting point, use the small dirt kicker to get up to the shack straight ahead. Grind the rail in between the buildings to get the T.

R: Continue down the path to the area with the pool. Here, you'll see an angled beam leaned against the bowl. Grind it up and bunnyhop at the end to get the R.

I: Get inside the bowl and find the angled beam here. Grind it up, then bunnyhop into a grind on the long rail. Ride this rail all the way to the I.

C: Head into the next area and follow the path across the overpass. Stick to the left side and use the ramp across the gap to launch into the floating C.

K: Now drop down to the dug out area below. The K is



hanging in the air above the half pipe.

Secret Cover

From the starting point, head forward and slightly to the left, going over the dirt hill just to the left of the concrete pipe (between the electric poles). You'll find yourself in a grassy field with a ramp at its far end. Use this ramp to kick up on to the high grid of I-beams suspended above grassy field with a ramp at its far end. Use this ramp to kick up on to the high grid of I-beams suspended above the overpass project. You'll want to leap over the T-section at the end and begin grinding the central beam. Then, as you reach the opposite end, bunnyhop to the left and land in a grind on the other I-beam (going left). At the end of the beam, pop up to grab the Secret Cover. If you're extra crafty, you can land on the rail on the overpass and stretch it into a serious point combo.

Career Mode London Underground

(8 Covers Needed to Unlock)

Scoring Lines

The Underground is a huge, downward-leading course with plenty of ramps and rails. Right off the bat you get a chance at a huge combo. Hop on to the rail leading down. At the bottom, leap to a manual and carry it to the ramp ahead. Still manualing, launch over to the next ramp, then land in a stall. Leap out of the stall and land to start the scoring fiesta. The first room has a network of pipes up above that can be ground and lipped to oblivion.

Head down to the second room for even more high-flying fun. Or, just link up all the crazy ramp edges and rails here for tons and tons of grind and stall combos. Down the third stairway is a huge subway channel which doubles for a half pipe. This is the place to run through all of your airs. Otherwise, the rest of the room doesn't have a lot to offer.



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Career Mode

London Underground (cont.)



You're better hanging out above to get good trick linkage.

Hit Vending Machines

1: The first vending machine is sitting on the left wall at the bottom of the opening staircase. Just plow into it to net your first hit.

2: The second vending machine is on the left wall at the **3:** Turn the corner sharply to find the third machine.

4: The fourth machine is on the left wall at the bottom of the third staircase.

5: Round the corner to the left to find the final machine nestled between a pair of ramps.

Get T-R-I-C-K

T: The first letter lies between a pair of ramps in the far left corner of the room just down the first staircase. Gain momentum, then hit one quarter at an angle, sail across the gap and collect the T. Land on the opposite ramp.

R: Grind the rail leading to the escalator.

I: In the following room, grind the curved rail around the ramped walkway.

C: Take the next staircase down and leap across the subway tracks. Straight ahead, floating above a quarter in a niche in the wall is the C.

K: Once you get the C, head back across the subway channel to a small quarter next to the stairway. You'll see the final letter hovering there. Launch up to get it and the Cover.

Secret Cover

This Secret Cover is one of the most fun to get in the whole game. Head down the first staircase and through the first room to the second escalator. Grind the railing before it, then use the escalator separator to bunnyhop up. Grind the bar above, then hop through the wall to a secret room. Bunnyhop at the end of the room and land in a grind on the curved rail ahead, snagging the Cover as you shred.

Career Mode

Bluetorch Competition

(13 Covers Needed to Unlock)

Scoring Lines

You'll need to average 20,000 points per run (without falling) in order to win the Medal and unlock the next level.



Luckily, there are plenty of good lines here. Starting off, gain some speed, then hop into a manual. Use the dirt ramp to backflip quickly for an early dose of points. Then, use the ramp at the bottom of the hill to air or stall. Gain some speed heading toward the dirt ramp on the next path and pop up to the winding lumber rail above. Land in a manual and finish the trick string off of the quarter just past this snaky rail.

The lip of this wooden quarter pipe provides a good foundation for a bodacious string of tricks. Grind this lip heading right. Hold your grind until the lip bends. Then hop and transfer to the outer edge. If you can, finish up with a good lip trick or bunnyhop to a manual and keep the string going. Either way, you're now in a fertile section of the course. Stretched across a ravine here (which happens to be a half pipe) are a pair of logs. Jump from log to log, grinding each to collect lots of points. In the area beyond this, there is plenty of lip to grind. You can also use the small dirt kicker ramps to get on the central support, which is good for quite a few points, especially if you can use it in a string of manual-linked tricks.

On the other side of the canyon, there is a pair of snaking rails. These are great for grind/stall combos, and can be milked as such. If you wanted to, you could spend your entire run on just these rails and easily accumulate enough points to win.

Career Mode

New York City Park

(1 Medal Needed to Unlock)

Scoring Lines

From the starting point, there are two excellent scoring options. Roll down the hill, sticking to the right. Use the grass bumps to trick up to the curving fence to the left. As it begins to curve, leap into a manual, carrying it until you can hop on to the next rail, which runs alongside a wavy

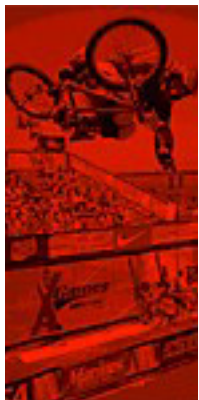


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Career Mode

New York City Park (cont.)



object. Bunnyhop to a manual here, using the small kicker to launch down to the fountain area below. Land in a grind on the fountain and trick off to complete the string.

You can head the opposite way from the start as well. On the long rails that lead down the hill, use a stall trick to start the string. Bunnyhop from this directly into a grind. At the end of the rail, hop into a manual and carry it into an air off the dirt ramp. Repeat this all the way down the hill, manualing and airing, until you reach the ice rink below.

End your string with a long grind or stall to start with a huge batch of points. Spend some more time in the pool linking stalls and grinds to rack up whopping totals.

The rest of the level is all about linking grinds. This level contains plenty of half pipes for air, but a lot more edges for long grinds. Since it's so spread out, you'll have to link almost everything with a manual, so if you haven't upgraded bikes, now is the time.

Hit Shwarma Stands

1: The first Stand is immediately to your left when the level begins.

2: Once you get the first one, head down the hill, keeping to the right near the planter ramps. You'll soon come to a pair of rails with a wave ramp at its center (near the T). On the left side of this is the second Stand.

3: After you've trashed the second Stand, turn around. At the T-intersection, take a right. When the road comes to another intersection, take a left heading over the bridge. The third Shwarma slinger is there.

4: Turn around and head back to the intersection. Once there, take a left down into the swing set area. There is one Stand near the entrance to this area.

5: A second Shwarma Stand is near the swing set.

Get T-R-I-C-K

T: From the starting point, move straight forward, staying in between the fence to the left and the low wall to the right. Ride forward until you see a pair of curved fences with a wave ramp in the center. Bunnyhop up to the right fence and grind it. As you're reaching the end of the rail, hop up to get the T.

R: Turn slightly left and use the small kicker to launch into the fountain in the courtyard below. You'll notice the C here... but you'll be back for that. Instead, go to the opposite end of the area and follow the path up. At the end



of the path, bunnyhop to the top of the swingset, grabbing the R floating above it.

I: Turn left and follow the road up. You'll see the I hanging above a fence on the right side of the path. Grind up it, then bunnyhop as you approach the letter to spring up into it.

C: Return to the swingset area. Here, you'll see a sloping green leading up to a tree. Ride up the slope and pop up on to the tree, grinding the branch that reaches out over the fountain. At the end of the branch, bunnyhop into the hanging C.

K: Go back past where you picked up the I (keeping those benches to your left), heading forward until you see a low building with an ice rink to its right. Head just to the left of this building, using the grass ramp there to get on top of it. The K is on a small overhang on the ice rink side. Simply ride into it to collect the Cover.

Secret Cover

From the starting point, take a sharp left and ride up the hill. See the slanted stump here? Ride up it and Bunnyhop onto the branch that juts out into the level. Land on a grind on this branch and hold it until you reach the secret cover.

Career Mode Treatment Plant

(17 Covers Needed to Unlock)

Scoring Lines

It's all about the snaking bowls just to the right of the starting point. Since they all have rails that are close together, this is a linker's paradise. Start each trick string with a long stall maneuver, then hop to a grind, jump into the bowl, manual, grind, etc. It is easy to link 50,000-70,000 point strings with moderate effort. The rest of the level is designed primarily for objective-type activity, but



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Career Mode Treatment Plant (cont.)



there are some makeshift halfpipes that can provide for some nice air points. The Secret Cover line is also nice for scoring, as the long grinds required can be linked via manuals.

Hit Waste Barrels

1: Head straight forward from the starting point, over both dirt mounds. The Barrels are nestled in the corner here near the steel ramp.

2: From the ramp, take a right and follow the fence behind a treatment building. Near the K here is another

group of Barrels against the fence.

3: Take another right and stick to the perimeter. The 3rd group of Barrels is against the low building to the left.

4: Keep moving around the perimeter until you near the bowl area. Between a pair of curving rails around these pools is the fourth group of barrels.

5: Once you knock these down, proceed straight forward, keeping the fence to your left. In between a pair of steel quarters (the right one buttressed against a brick building) is the final bunch of Barrels.

Get T-R-I-C-K:

T: Move down the ramp at the start and over the two dirt mounds. After the second one, take a sharp left and begin heading back toward where you came from, snagging the T in the process.

R: Keep moving back toward the start, following the low concrete wall here. The R is floating in the air just past it.

I: Continue forward and move around the building to the left. Ride forward until you reach the pool area. Grind the closest rail to get the hovering I.

C: To get the C, head around the pools to the left. You'll see a big building to your right. Pass it and move toward the dirt mounds, then turn around and ride up the sloping ramp that leads on top of the treatment tanks. The C is at the end of this bridge.

K: Hop off of the tanks and go to the opposite side of this building. Suspended above the dirt mounds back here is the final letter. The K.

Secret Cover

To get the Secret Cover, use the large ramp to the right of the dirt mounds to get on top of the treatment tanks. At the end of the ramp, jump and leap into a grind on the edge of this rooftop. Hold the grind as it extends to the long, curving support that connects with the next roof.



Then hop off and continue right until you see another long curving support on the opposite corner of the roof. Hop in to a grind on this support to grab the Secret Cover.

Career Mode

La Habra California

(22 Covers Needed to Unlock)

Scoring Lines

La Habra is the perfect combo of vert and street, and the rooftops provide a whole lot of scoring options. With so many edges to work, you'll want to be linking a lot of grinds and stalls together, and dropping to lower levels to link things up with manuals.

One of my favorite scoring lines starts from your opening position. Head straight forward to the fence leading straight into the distance. Hop on and grind it until you near the overhang of the building ahead. Leap to a stall and hold it as long as possible, then hop into a grind until you're about to fall. Bunnyhop down to the street below and manual, finishing up with an air off of the quarter pipe resting against the low brick wall.

Another key point area is the series of residential halfpipes stuffed between houses roughly behind the starting point. This is the place to go to exhaust all of your Special moves once you've pumped up your meter with some early phat moves.

Hit Satellite Dishes

1: Note Secret Cover walkthrough below.

2: Note Secret Cover walkthrough below.

3: From the rooftop, drop into the half pipe area below and head left to the next half pipe. On the far wall of the pipe is the third Satellite.

4: Head back to the starting point and go left on the road until you see the burned out muscle car. Take a right here toward the tall building in the distance. Use the



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Career Mode

La Habra California (cont.)



quarter butted against the wall here to vault up to the rooftop, then grind the roof edge to the right.

5: Hop back on to the roof and use the double rails to get over to the next building. The final satellite is perched on the corner here. Leap into a grind to knock it off.

Get T-R-I-C-K

I: It helps to get these letters out of order. Head left on the street from the starting position. Grind the muscle car to get the I.

T: Head up the quarter pipe as if going to get the fourth satellite dish. Continue along this roof until you reach a set of double rails. Leap into a grind here to collect the T.

C: Leap off the end of the building and grab the C that is floating above the small quarter pipe here.

R: Return to the starting position and follow the path that leads back to the halfpipes. Using the long, low ramp, jump to a grind on the high, wooden fence that leads back to the street.

K: To get the K, go to right from your landing spot and follow the fence to the corner. The K is here past a low wall under the overhang of the pale yellow building.

Secret Cover

From the starting point move forward, grinding the fence described in the scoring lines section. As you reach the building ahead, jump down and ride along its left side until you see a small quarter pipe next to the building. Use this to vault up to the rail on the wall. Grind it to get on top of the roof without bailing, then turn around and head toward the low angled roof. Hop over the gaps here until you reach the edge of the last roof. Here you'll see a cable leading out from the corner. You'll also notice the first of several Satellite Dishes. Hop to a grind and sustain it as you traverse across the level. Hop off on the opposite end of the wire into the second Satellite Dish. Use the roof to the left Bunnyhop and launch up into the Secret Cover, which sits atop the chimney.

Career Mode

CFB Competition

(28 Covers Needed to Unlock)

Scoring Lines

You'll need over 50,000 points without bailing in each of



two runs in order to even dream of getting a Medal in this competition. But there are no shortage of shreddable areas here, so it shan't be too difficult. In fact, you don't have to stray far to get the party started. Go ahead and plant on the rail, then grind it, hop to the next rail and grind, heading toward the wooden quarter ahead. Hop down, manual and carry it up to the lip. Then either grind or stall to add to the run. This should give you a healthy start on the 50,000 you'll need.

If you're more of a street rider, the outside rim of the arena provides for some steady grinding action. To add to the multipliers, grind then hop off to a manual, then go back to the grind and repeat. Getting on top of the high bars suspended above the arena. You can hop and grind from the bar to the banner, then drop to the dirt and manual until you find another edge.

There is plenty of vert to be found here too. The entire perimeter of the level is a quarter pipe, so long strings of grinds can easily be ended in big airs or special tricks. The wavy ramp straight ahead of the starting point looks fun, but it's hard to get on to and yields relatively few points. The real scoring on this level can be found on multi-level grind/manual/air combos.

Secrets

Add Time to Your Run

During Career Mode, extra time will significantly enhance your chance of whipping a tight run. To gain eight more minutes of trick time, pause the game, hold L1 and press SQUARE, UP, CIRCLE, X. No go ride.

Hella Points

To multiply all of your tricks scores by ten, pause the game and hold L1, then press SQUARE, CIRCLE, CIRCLE, UP, DOWN, DOWN. Note: enter the code again to erase its effects.

**Guides :: PlayStation****Mat Hoffman's Pro BMX****Secrets (cont.)****Infinite Balance**

You big cheater! You shouldn't even look at this code. This code ruins the game, sucks the joy out of it and replaces it with nothingness. But here it is. Press and hold L1 at the pause screen, then enter SQUARE, LEFT, UP, RIGHT. Happy now? Go and ride without the possibility of falling over if it's so important to you.

Infinite Special

To ensure that you will never be out of special sauce, pause the game, hold L1 and press LEFT, DOWN, TRIANGLE, CIRCLE, UP, LEFT, TRIANGLE, SQUARE. Your meter for Special Tricks will never deplete. Note: enter the code again to erase its effects.

Make it Hard on Yourself

To divide all of your tricks scores by ten, pause the game, hold L1 and press UP, DOWN, UP, CIRCLE, CIRCLE, SQUARE. Now you'll have to work ten times as hard. Note: enter the code again to erase its effects.

Maxed Out Bikes

To earn a new bike with maxed out stats, get two Gold Medals in the competition levels. This will unlock your pro's top bike.

Phat Tires

To play with big wheels, press and hold L1 at the pause screen, then enter DOWN, CIRCLE, CIRCLE, DOWN.

See How You're Grinding

At the pause menu, press and hold L1, then enter LEFT, CIRCLE, SQUARE, TRIANGLE, SQUARE, CIRCLE, X. This will display a special grind meter so you can see how you're balancing.

Unlock Granny

That's right, now you too can bike like an old lady. To unlock her, simply Retry any Career Mode level 10 times without letting the timer run out. On the tenth try, the game will tell you that "You ride like a grandma." This will unlock the geriatric for your next run (and every one thereafter). Granny, like Tony, has three new bikes (Old School, Basket Case and Mag Wheels) and three special moves. When you end your first run with her, the screen will say "Granny's going in for a cup of tea now." Now you can ride with her any time and take her through Career Mode.

Unlock Tony Hawk

Beat the game with any rider—with 30 Covers and two Gold Medals—to unlock Tony Hawk (who started all of this

Activision madness). Tony has three of his own bikes and his own stable of special tricks.

Unlock Warehouse from THPS

To unlock the Warehouse level from the original Tony Hawk's Pro Skater, pull off a string of tricks worth 200,000 points or more (without cheating). The screen will say "Your Massive Combo Has Unlocked a Secret Level."

Unlocking Burnside from THPS

To unlock the Burnside level from the original Tony Hawk's Pro Skater, beat the game with all eight riders with everything (meaning 30 Covers and two Gold medals).

Unlocking Grandma's Video

To unlock Grandma's video, simply place in each of the two competition levels with the geezer. A scary movie awaits.

Unlocking Rider Videos

To unlock a rider's video, earn any Medal on both of the two competition levels in the game.

Unlocking the Bails Video

Grab any two Medals on the Competition Levels with Tony Hawk to score the Bails video. ■

Issue #3 Parting Shot ::

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The End ::

Well, that's it folks. The end. Finito. Nothing to see here, except for that incredibly scary picture of Scott above. It's giving me the willies just thinking about it.

Anyway, hope you like the new redesign and the more compact download size. We're already working on next month's issue, so mark your calendars and download it in early July.

We also want you to know that we're always open to criticism, both good and bad (hopefully more of the good, though). If you want to get in touch with us here at IGN Unplugged, just drop us an email at unplugged@ign.com.

See you next month,

– **IGN**

Unplugged's Special Thanks This Month ::

Special thanks go out to Ryan Jennings... if not for him, this issue would have taken another week. Tal Blevins, for annoying the editors to get their copy in and then putting it all together for me. IGNinsider FlyCam Boards guys for entertaining us during our breaks. And lastly, my brain, for keeping me sane through the long nights it took to get this redesign done and up. – **Scott Allen**

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